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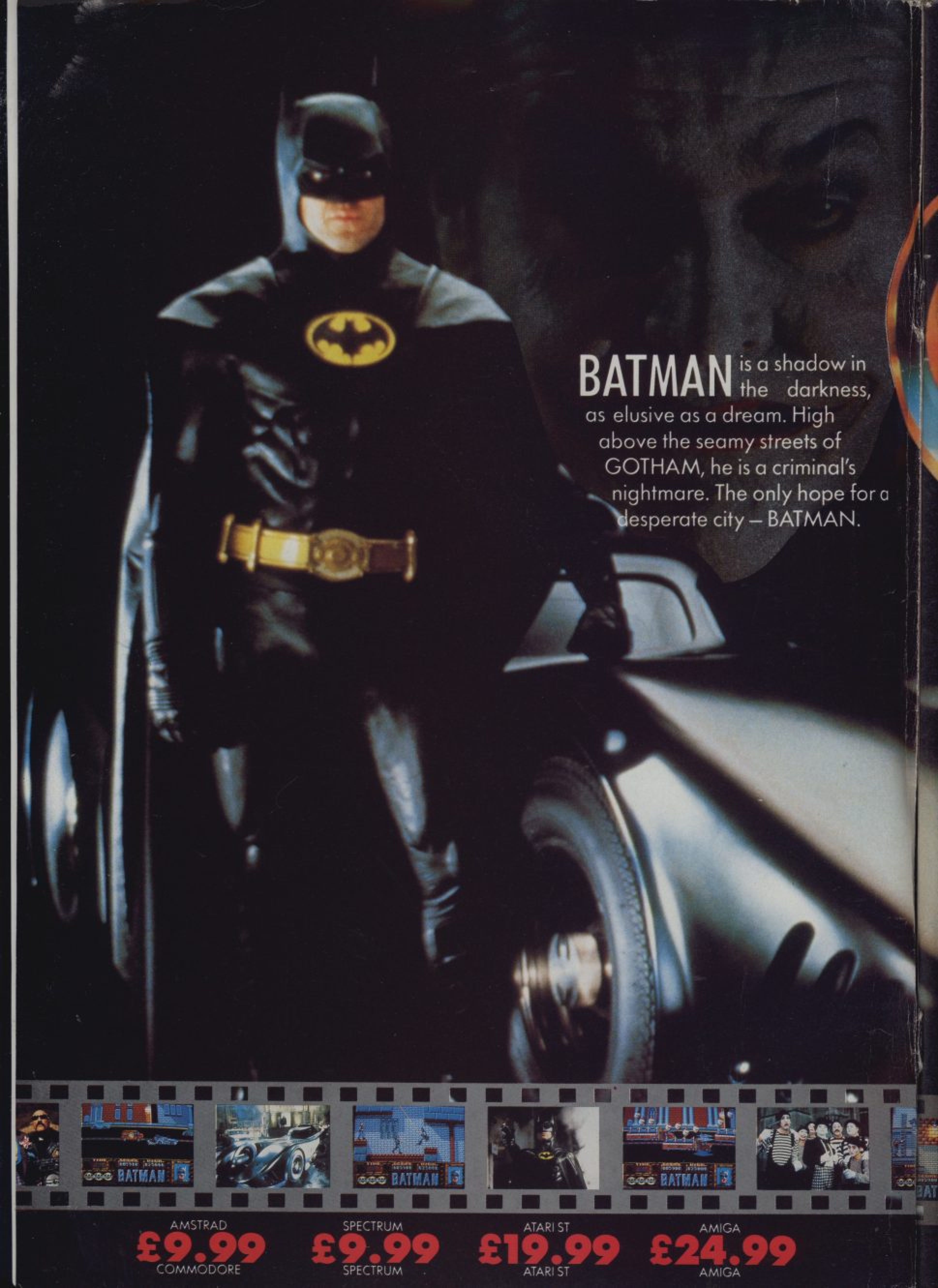
DYNAMITE DUX

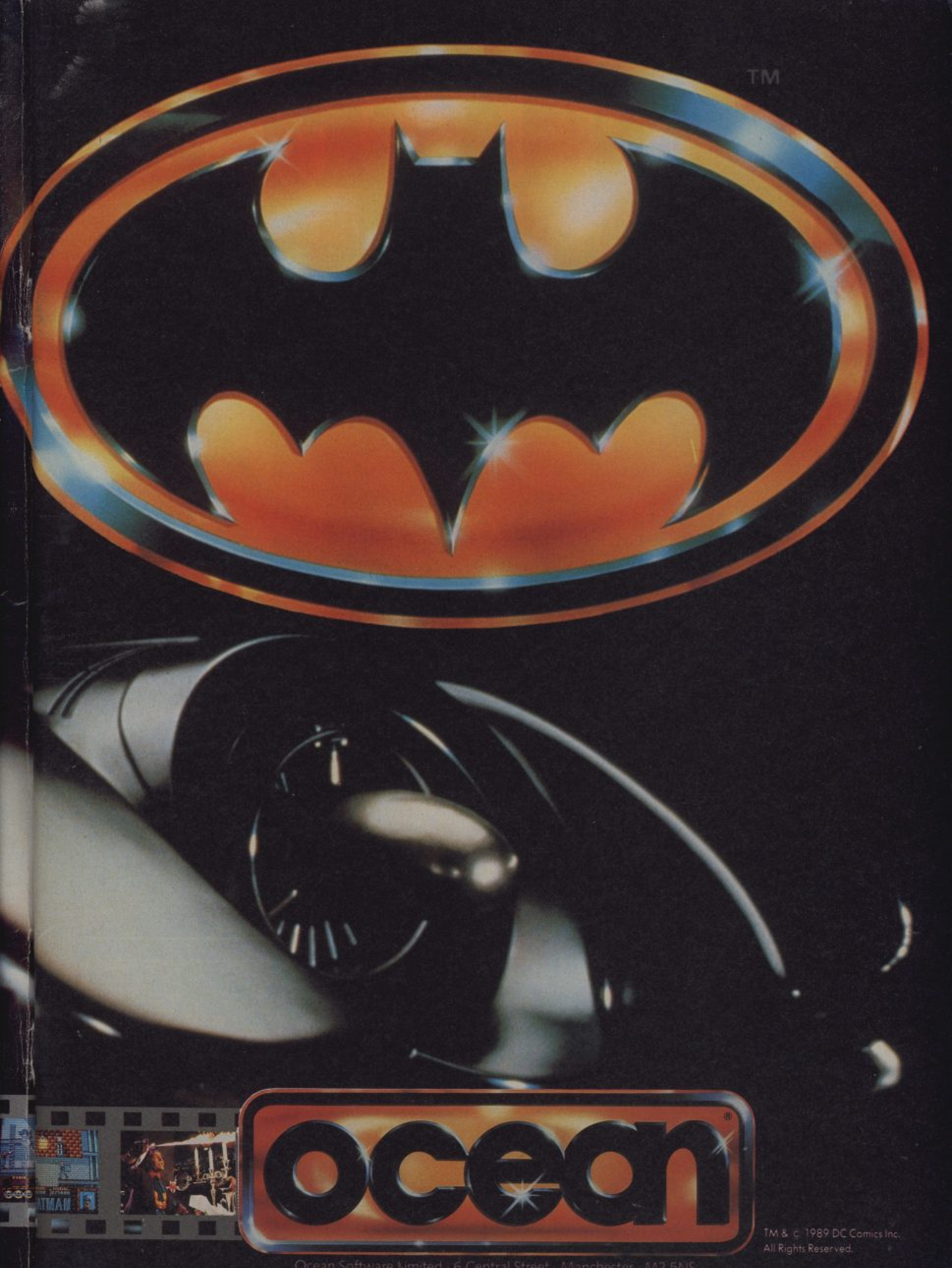
SHADOW OF THE BEAST



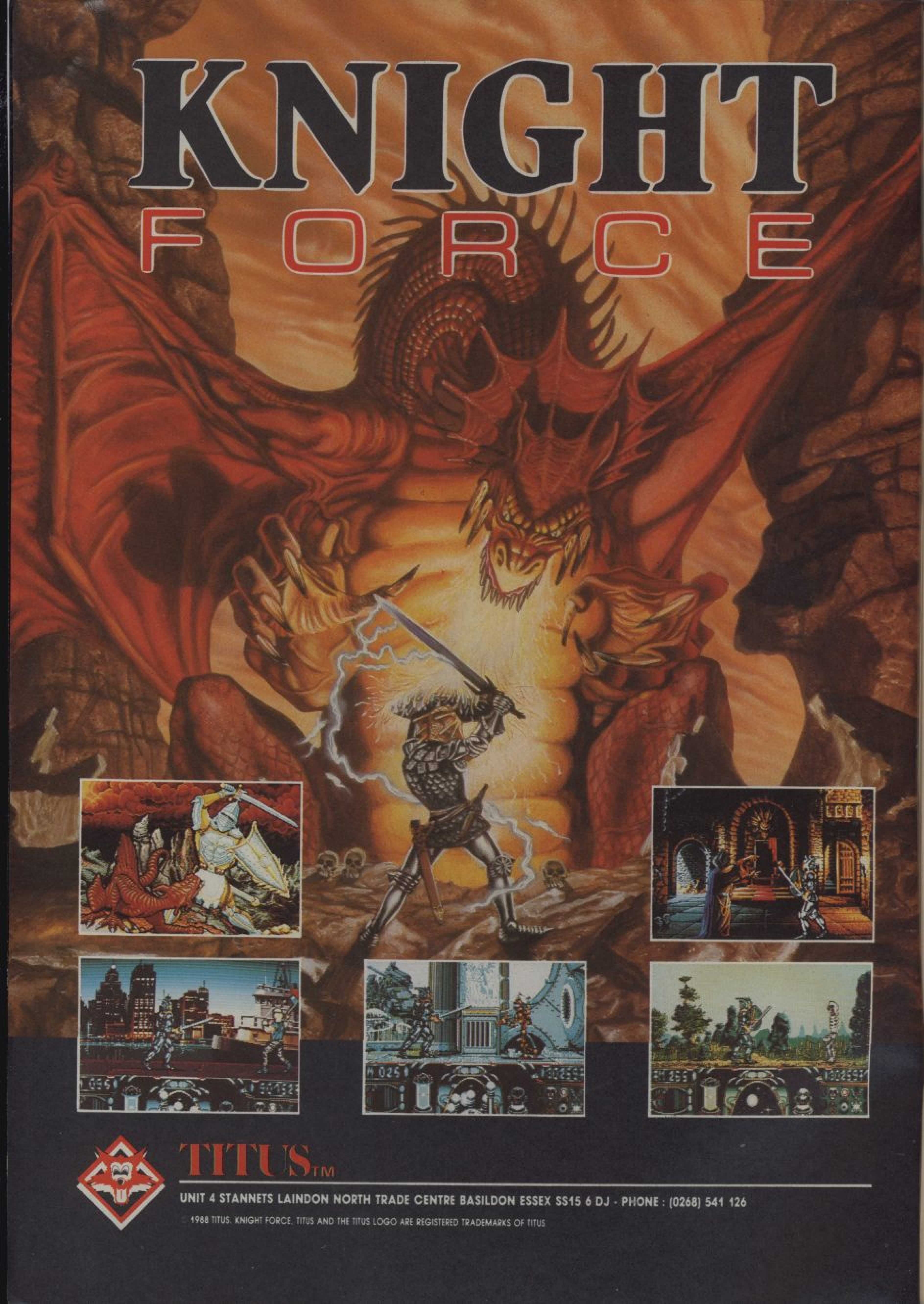


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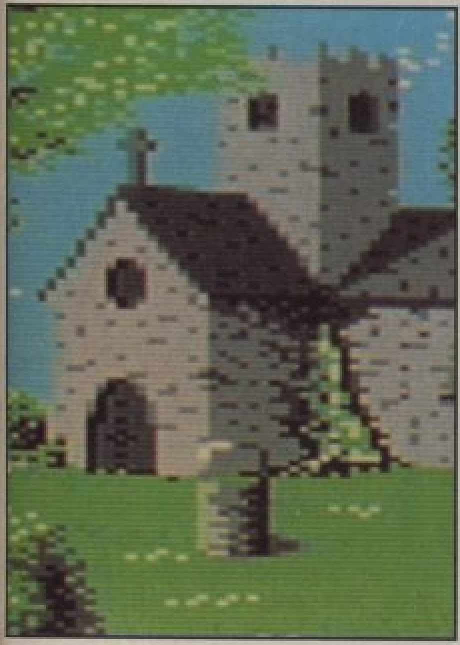
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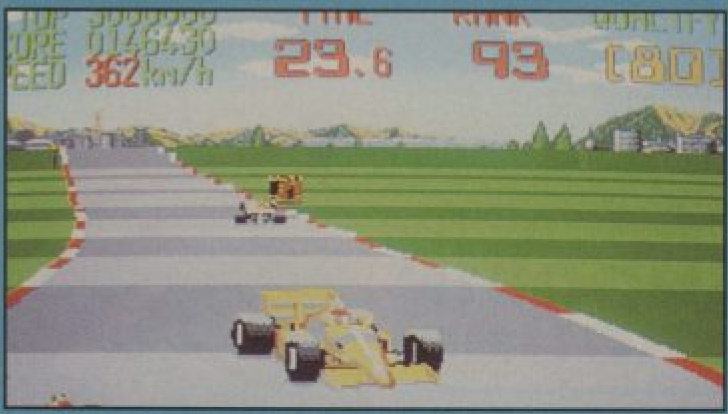
SPECIALS





REGULARS

Continental Circus.



Dynamite Dux.

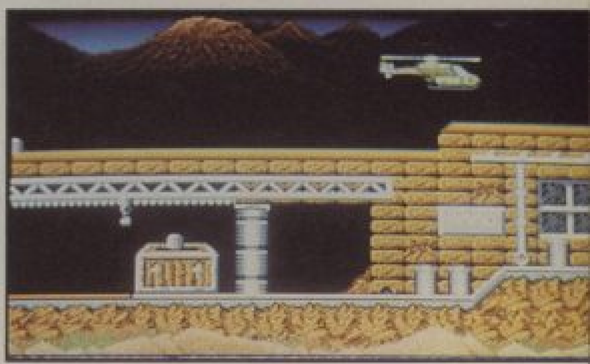


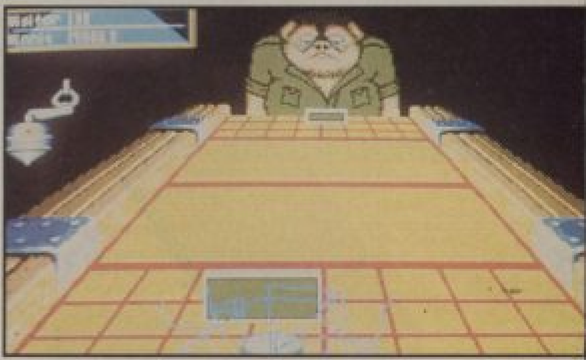
Shadow of the Beast.





REVIEWS





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BUZZ

OUT FOR THE COUNT



Alternative Software have just scored a major coup by signing up the rights to that incredibly popular small-screen star, Count Duckula. Duckula, as his many fans will already know, is a vegetarian vampie as a consequence of his be-slinged nanny putting tomato ketchup instead of blood into his veins at his creation. To the intense annoyance of Igor, his sadistic manservant, our web-footed hero has no interest in drinking maiden's blood, being far happier chomping a broccoli sandwich. The TV cartoon series has enormous cult appeal with such luminaries as David Jason (better known as Del Boy in 'Only Fools And Horses') and Ruby Wax supplying the characters' voices. *Count Duckula* is due for release to coincide with the start of the TV show this autumn.

Meanwhile, Alternative have announced the imminent release of a sequel to their enormously popular *Postman Pat*, plus the release of an Amiga version of the original *Postman Pat*. This brace of cuties will be with us within the month.

SNOOPIN AROUND



The Edge follow up their successes with *Garfield* with the announcement of the impending release of another major licence featuring a famous family pet. This time the lucky beast is that most philosophical of beagles, Snoopy. *Peanuts 1: Snoopy And The Case Of The Lost Blanket* casts our hero in the role of a detective searching for Linus' missing blanket. Described by The Edge as "essentially a graphic adventure". *Peanuts 1* will feature all those lovable Schulz characters, and should be hitting the streets within the month.



BACK TO THIS

Word reaches us that the forthcoming — and eagerly awaited — sequel to the smash film "Back To The Future" looks set for conversion. The original film was converted by Activision. In fact negotiations are taking place for the exclusive rights to both *Back To The Future II* and *Back To The Future III*. This situation has arisen because the two films are actually being made "back to back" because of pressure on star Michael J. Fox's diary for the next couple of years. While the films are currently still in production, and plot details are scarce, it's understood that *BTTF II* starts where the original left off, and takes our hereoes' adventures in the future. The films will be released for Christmas and next summer respectively and it is thought that the licensed game will be timed to tie in with the relese schedule.



US GOLD RUN

US Gold have announced their belated entry into what is fast becoming known as The Great Christmas Car Rally with their acquisition of the licence to *Outrun*'s recently released coin-op sequel *Outrun Turbo*. Although US Gold managed to confound the sceptics by shifting their critically-slammed conversion of *Outrun* in huge quantities two Christmases ago, it is doubtful whether they will have such an easy task this time around, with four other major driving sim releases scheduled by rival companies for the tinsel season. Ocean's *Chase HQ*, Activision's *Power Drift* and Domark's *hard Drivin'* will all be aiming to capitalise upon the strong names of their respective parent coin-ops and there are also excellent reports concerning Mirrorsoft's forthcoming originally created driving sim, *Vette*. Nevertheless a US Gold spokesman said that they're confident that *Turbo Outrun* will hold its own.

FUTURE WARS

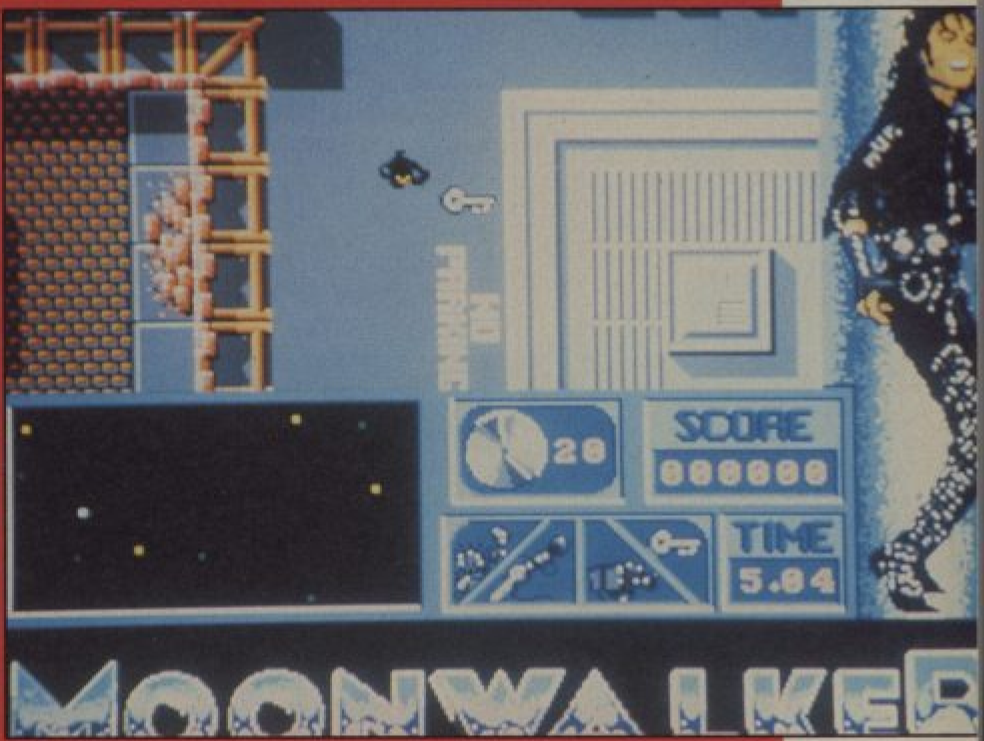
Created by French programmer Paul Cuisset after three years hard work, Cinematique is, we are told, "a system that uses the adventure style within an animated game", and sets out to take the type-in out of adventures. Will it work? With you very shortly the first Cinematatique game *Future Wars* is released by Delphine, through palace Software. The plot, quite intriguingly, features a plan by an evil alien race to travel back in time from the 43rd century to sabotage earth's SDI-style defence system before it's actually been completed. *Future Wars* has already attracted rave reviews in its motherland, so this looks like a space to be watched.



MOONWALKER

MJ has to find eight pieces of bunny rabbit suit. But this is only part of it — and Michael does manage a few more macho scenes before the game is completed. There are four levels of action involving MJ hopping on a motor bike, a super fast racing car, and finally a space ship to do battle with the giant laser in the game climax — all based closely on the film.

Amiga owners are treated to several interlude levels showing animated graphics of — amongst others — the famous shuffling-feet "moon walk" dance, as digitised tracks from the album boom out on the Amiga. The C64 won't have these frills but the game play is the same. Watch out for it in your local shoft shop around late Octoberish.

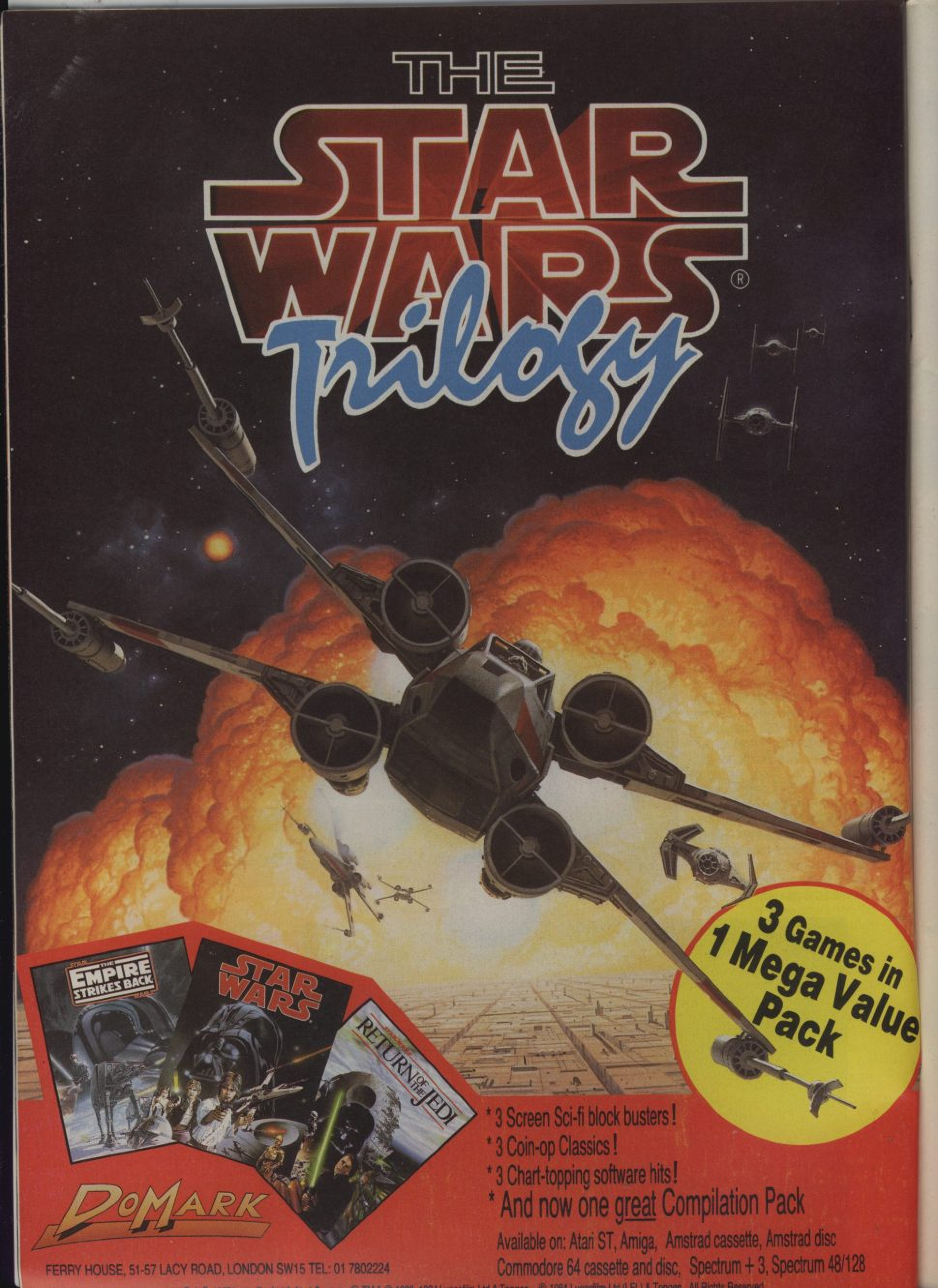


BOMBER



Spectacular is the best word to describe Vektor Graphic's *Bomber*. Featuring some of the most detailed, fast solid vectors yet seen on the Amiga (and round wheels on all the aircraft instead of polygon blocks), a large variety of planes to choose from ranging from a Tornado to a Saab Viggen, *Bomber* promises to be one of the most comprehensive simulators ever. Every angle has been covered during its twelve months of programming. Full airforce bases including hangers, mid air refueling and a mission-design facility enabling you to set some pretty tough runs for your mates.

Vektor Graphics call this the "best simulation ever" and who knows they could be right.


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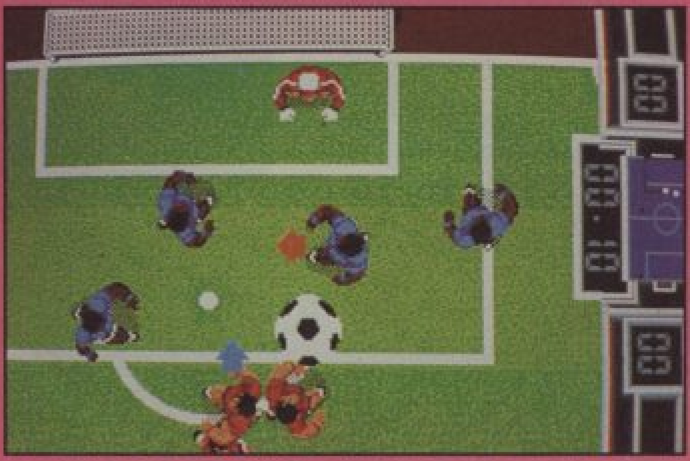
BUZZI

STRYX



Unusually in an industry which spends an inordinate amount of time using words like "mega", "huge" and "gigantic", the *Stryx* press release concentrates on the fact that the characters in this eight-way scrolling strategy 'n' arcade romp are smaller, more perfectly formed and brilliantly animated than, say, *Barbarian* and other games of this ilk. All of which allows maximum playfield without sacrificing detail and definition. The game itself pits the eponymous warrior hero in a fight to the death against cyborgs hellbent on destroying their human masters. Due out any second now.

FIGHTING SOCCER



Slow burner in the arcades, *Fighting Soccer* crept into the pleasure domes with hardly a whisper, but its addictive view-from-above footie thrillsomeness helped it outlast many much flashier coin-op competitors. Now Activision has signed up the SNK original, and come the twinkling of an eye you'll be able to dribble away to your heart's content in the privacy of your home. All the thrills and spills of the real thing without the rain, sweat and football hooligans.

LAASIAN PLAGUE



Lovers of *Ooze* will be thrilled to the very core of their beings to hear that Dragonware are currently beavering away to bring y'all an even more devastatingly addictive slice of rune-ishness. The enigmatically-entitled *Laasian Plague* boasts a vocabulary of over 2,000 words, roleplaying elements, a world full of characters living lives completely independent of yourself, fish-eating monsters, swampwitches, monks, sorcerers and, naturally dragons. For adventurous folk everywhere, *Laasian Plague* should be with us this coming Spring.

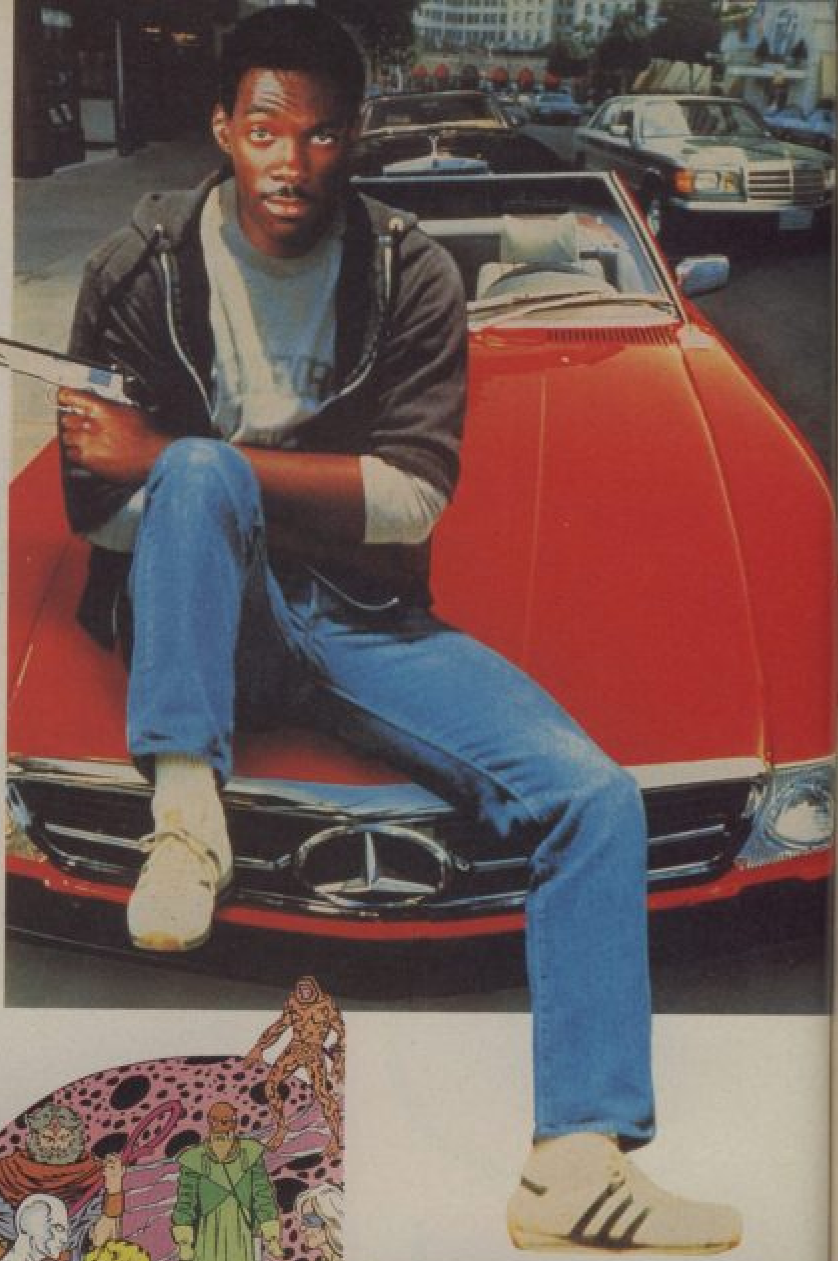
HARD DRIVIN'



Atari's *Hard Drivin'* is as its name implies, no glorified dodgem. Possibly the most seriously realistic driving simulation to appear yet in the arcades. *Hard Drivin'* requires true skill, judgement and reactions if one is to avoid embarrassing prangs. There are manual and gear shift options, stunt tracks and speed tracks to cope with as well as the ultimate test, the race against the Phantom Photon. If Domark succeed in getting *Hard Drivin's* vector graphic realism onto the home machine without compromising on speed and responsiveness, this really will be one to save up for.

#BUZZ

COP OUT SOON



Eddie Murphy will soon be starring on your home computer screens, coutesy of those canny Northerners at Tynesoft who've just signed up the rights to the hysterically funny *Beverly Hills Cop*. Axel Foley won't be wisecracking and badassing his way through the wonderful world of software until next year, according to a Tynesoft spokesperson. Further details as soon as they come into out hot little hands.



VIRGIN SILVER

With the world still reverberating with stifled hyuck hyuck's at the news of Virgin's signing up of Viz, news reaches us of two more comic conversion plans by the Branson Machine. These are of a slightly more dignified nature, however. *Dan Dare III* will be the third Dan Dare game Virgin have released, and they have also just announced their intention of bringing us a computer incarnation of that old DC Comic's hero Silver Surfer. Both these courageous, handsome and not even slightly Viz-ish characters will be beaming into your local softshop towards the turn of the year.



RETURN OF THE VAMP

Queen of horror and close friend of Mark Patterson, Elvira, makes her return to the computer screen with Horrorsoft's latest, *Elvira, Mistress of The Dark*. This icon driven arcade adventure sees you as a freelance ghostbuster, given the task of ridding Elvira's castle of the ghosts of her long dead ancestor. Sounds like fun.

Possibly the most impressive



ACCOLADE'S ANGELS

Flight sim enthusiasts will be thrilled skinny to hear that Accolade have signed up the United States Navy's famous aerobatics team, the Blue Angels. The game will enable you to perform many of the same manoeuvres as the Angels themselves perform. But first you'll have to complete a progressive training sequence learning such stunts as the double tuck-over roll, the knife edge and the eight-point roll, plus of course gaining experience in close formation flying. Eventually you get to perform your stunts at airshows. You'll be able to view your plane's movements from both inside and outside your F/A-18 Hornet's cockpit, and there's even the opportunity to watch the proceedings from the grandstand on the ground. *The Blue Angels* is due for release on Accolade, through The Sales Curve within the next month, and is not recommended for those prone to a fear of G force sickness.



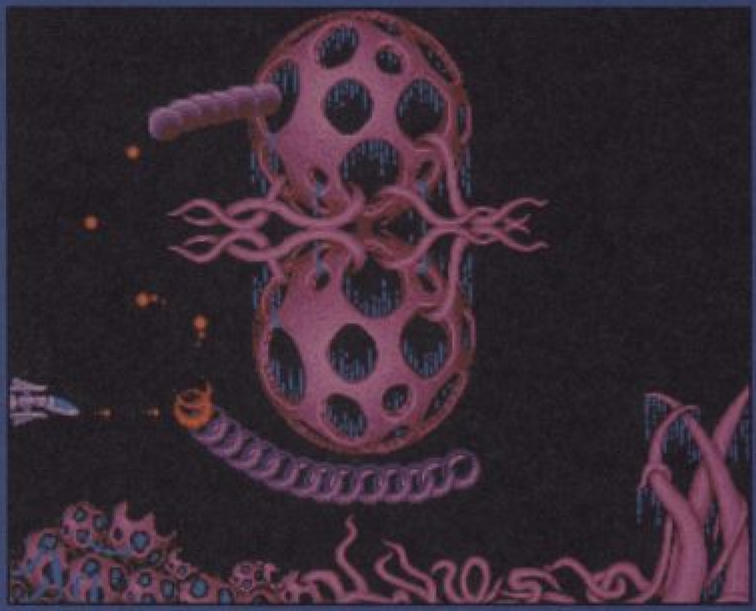
thing about the game is its soundtrack. Fully four channel, it's merely a computer version of a specially written soundtrack, by none other than Jezz Woodroffe (ex-Black Sabbath and Robert Plant band). Now, this might not seem amazing, but what is clever, is that the game also runs a MIDI soundtrack, which, if you have a Roland CM32 or equivalent, you can run the soundtrack through. Horrorsoft are so pleased with the track that they hope to lengthen it and create an album version. (Like Infogrammes release of *Passengers on The Wind)*. More gore as it hits us.

GHOSTBUSTERS II

Once upon a time home computer buffs could expect a leisurely delay between a films release and the appearance of a licenced game on the softshop shelves. Those days are long gone, and the licensing man from the big software company is now as familiar a figure on a big movie set as, say, the gaffer. Latest silver screen biggie to be snapped up before release is the long-awaited sequel to *Ghostbusters*, and the guilty party are Activision, whose conversion is scheduled for simultaneous release with its parent movie this coming yule. And with 'Ghostbusters II' (the movie) packing them in in record numbers stateside no doubt its home computer baby will be receiving the big push.



NECRONOM



Those ambitious folk over the waves in Linel are about to launch what they humbly suggest will be a particularly mega shoot 'em up for the Amiga (well, they would, wouldn't they?). *Necronom*'s 30 levels are crammed with some 300 different aliens, and plenty of extra weapons and power-ups to deal with them. The levels are arranged in a "grid", leaving the player to choose which path through the game he wishes to follow, thereby ensuring high play-again appeal. *Necronom* is speeding towards you as we type.

T.V. SPORTS BASKETBALL

***TV Sports Basketball* sees cinemaware plunging headlong into the murky pool of the sports sim (only their second dip, their first being *TV Sports Football*) and, by all accounts, negotiating those hazardous waters with ease. *TVSB* features five distinct players on each team, each with their own shooting skills, speed and even looks, timeouts, variable speed, instant replays, substitutions and just about everything else you'd expect to find in the real thing. *TVSB* will be released just in time for Christmas on Amiga, but 64 owners will have to wait until Spring.**



BUZZ



NINJA MISSION



Soon to be released by Virgin Mastertronic, *Ninja Warriors* looks set to be not only the most accurate arcade conversion yet, but also one of the greatest Amiga programming achievements to date.

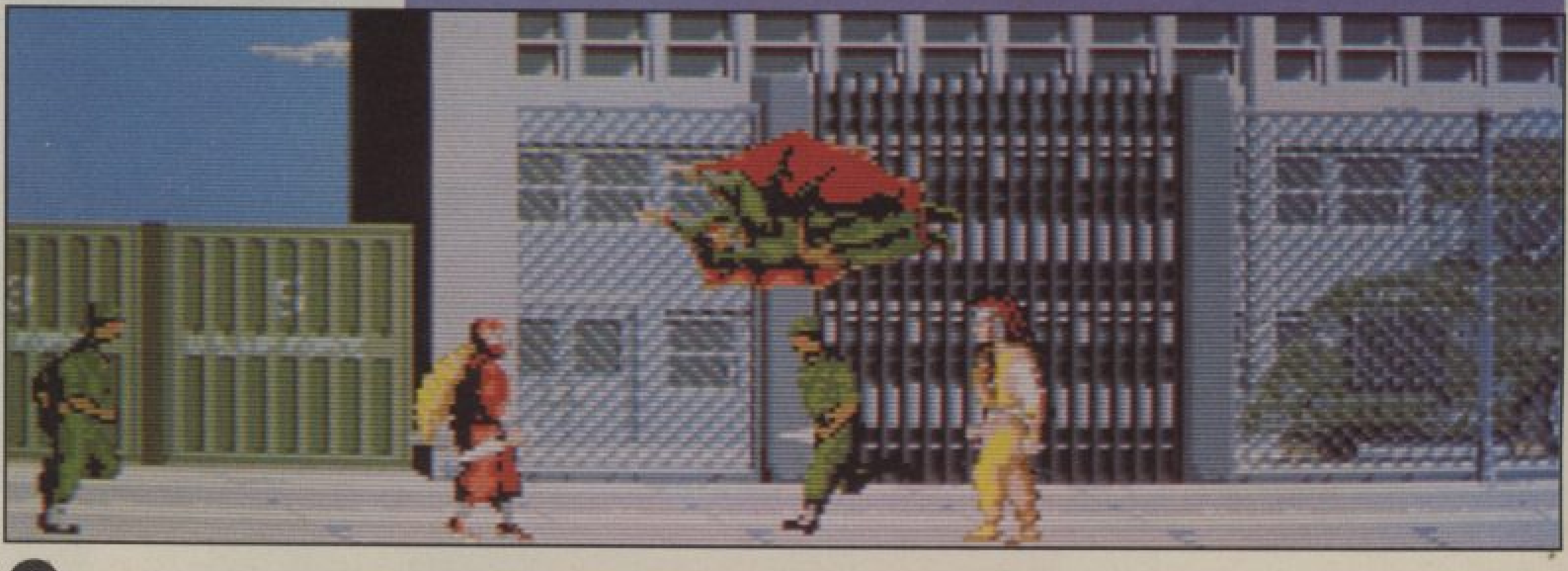
Originally set over a three screen area, just like *Darius*, *Ninja Warrior* sets you, and a friend, against the evil forces of the dictator Bangler. Not only do you have to fight his mutated henchmen, you also have to deal with the likes of police and muggers. Who are you to gain such attention? You are a robotic Ninja, armed only with two knifes and a short supply of Shuriken (throwing stars).

All programming is by Random Access, the same people who brought you the incredible *Silkworm*, and from what we've seen, this looks set to knock Silkworm into a cocked hat. For a start, the top and bottom of the screen have been taken away to make the playing area long and narrow, to capture the feel of the tri-screen arcade version.

Accuracy is the strongest description that you could possible use, just listen to this. Every frame of animation from the coin op has been used. Every single piece of backdrop has been copied EXACTLY, and when you think that each backdrop is huge and doesn't repeat (no less than 1.8 megabytes on background along), that's quite a lot of graphic memory being taken up.

So how do they conserve memory? By using a revolutionary new disk loading technique. As you play through the game, new sections of background are being constantly loaded in, to replace the old background that won't be used again. The same goes for the bad guys. There are one or two bad guys who stay in the game constantly, such as the mugger with the knife or the cop with the gun, these are always in memory. Because each sprite has so many frames of animation, this is most of the graphic memory taken up, so any other bad guys that appear are loaded up from disk. Once fought, that certain area of graphics memory is cleared, waiting to be filled by the next enemy.

It all sounds very complicated, and the programmers state that it's the hardest thing they've ever had to do, but after seeing a two level demo, Buzz can quite definitely say it was worth the effort. The disk access hasn't even begun to slow the game down at any point, and the actual game itself is breathtaking. One to look out for. More news as we get it.





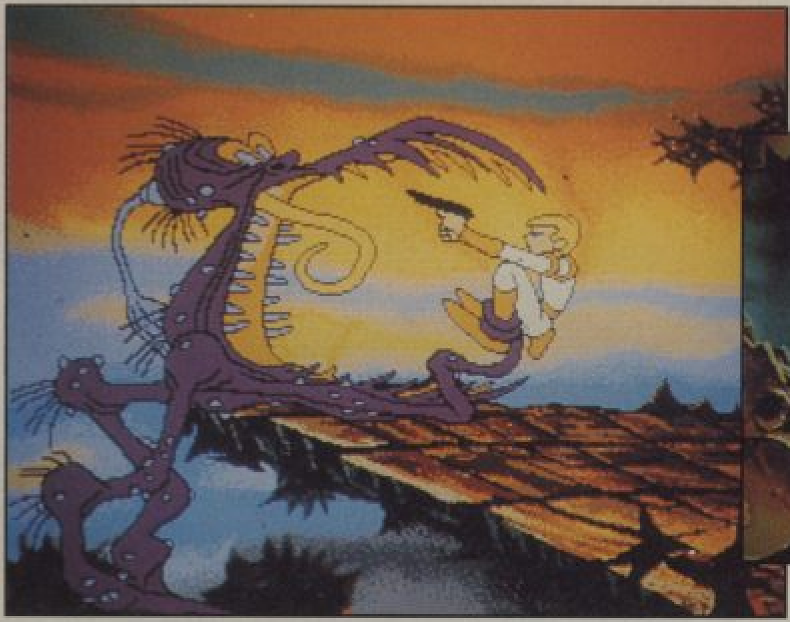
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BUZZ

SPACE ACE

If you never saw *Space Ace* in the arcades, and it was pretty rare, then you won't know that it's the follow up to Don Bluth's *Dragon's Lair*. Based around the same Laserdisk technology, Space Age pits you as a futuristic warrior, righting wrong and attempting to rescue the lovely Kimberly from the evil Commander Borf.

David Foster has headed the development team, co-







ordinating the efforts of Jorge Freitas, the graphics and Amiga artist, and Simon Douglas the programmer. Simon, who was the creator of *A-Max*, has brought his technical know-how to the project, writing the game for four different formats. Hugh Macleod, although new to the Amiga, has touched up the backgrounds and generally seems to have gone wild with the 16

DR DOOM'S REVENGE





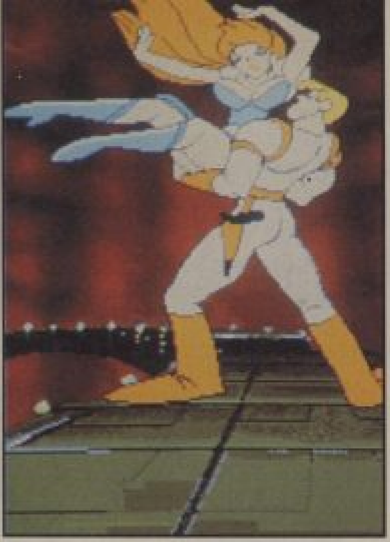
And another one from Empire. Fans of Spidey will no doubt be in ecstasy over this one. Follow our fallible hero through over 30 arcade sequences in his battle with Dr Doom through the pages of a Marvel comic book. Why would you ever want to do battle with Dr Doom? Because he's stolen a nuclear missile from the US government and has threatened to detonate it over NY city!

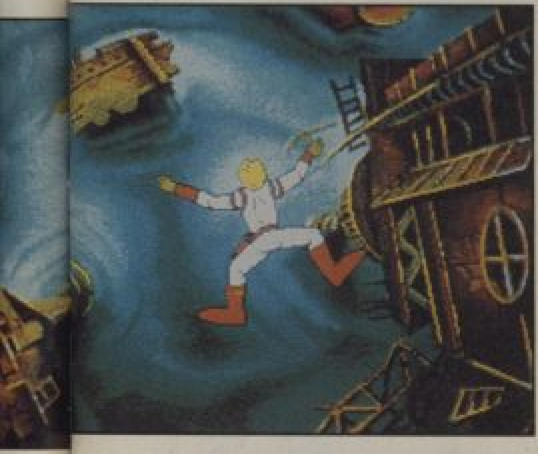
And if you don't fancy taking control of Spiderman, or if you decide to team up with a friend, you can introduce Captain America, star of screen and comic and forever in pursuit of truth, justice and a star spangled shield.

Spiderman has always been the great whinger among superheroes (in one episode of the Marvel originals, Spidey comes home after a long day's villain bashing only to soak his poor, tired feet in a mustard bath). But, of course, he's always equipped for skirmish with an awesome mix of weaponry and fisticuffs.







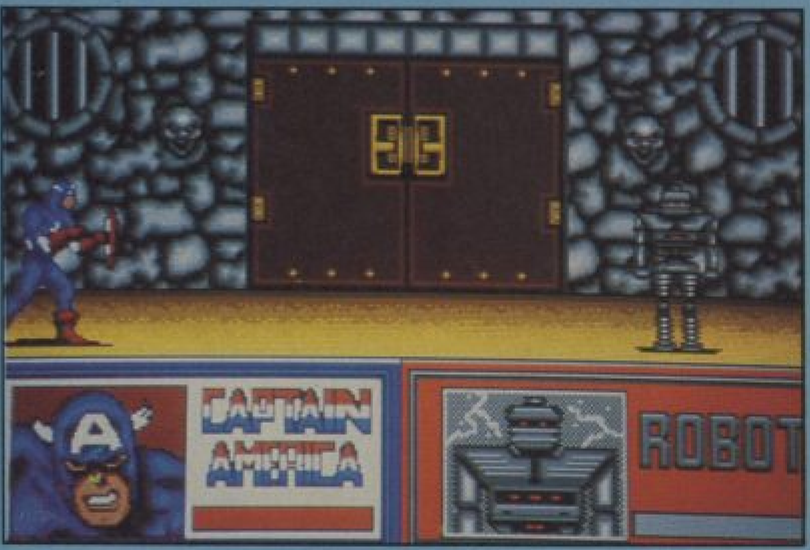




colours available to him. Jorge Freitas and Hugh Macleod have pooled their efforts to bring you some utterly droolsome animation, to which these early screens bear witness. *Space Ace* has been converted by selecting key sequences from the original (written on laser disk) and then digitising them.

It looks like it's going to be much more of a game than *DL*. For a start there are more screens to play. Also the graphics are better defined, with all the cartoon quality you would expect from a Bluth production.

Space Ace will be available 'soon' and will run, get this, on ALL AMIGAS! Including unexpanded A500s. Priced at £44.95 it comes on six disks. Watch out for it on the Empire label.





In *Dr Doom's Revenge* the Cap'n has his red, white and blue shield which he can block blows and use to clobber nasties. The indications are that the capn's fight moves will be swift and varied, so the beat 'em up elements should be good.

The game will also feature some splendidly titled villains — there's the Doctor, plus Boomerang, Machete, Rhino-Man, Batroc and the nefarious Electro.

The game has gone down a storm on the other side of the pond. There'll be exclusive reviews of both *Dr Doom's Revenge* and *Space Ace* in next month's CU.

DEMOS

Cripes! One moment a huge influx of raw talent on the Demos scene, the next month bugger all. Come on, you're not going to let all the big names get all the credit are you? Send your demos to the usual address marked demos, of course. Still look what we've made space for — two Buzz previews of some mighty looking games in a picture story style!

Loadsa fantasy-style demos this month. This has a yukky pic of Sabrina and a sampled remix of Boys, Boys, Boys. Available from Wicked PD.

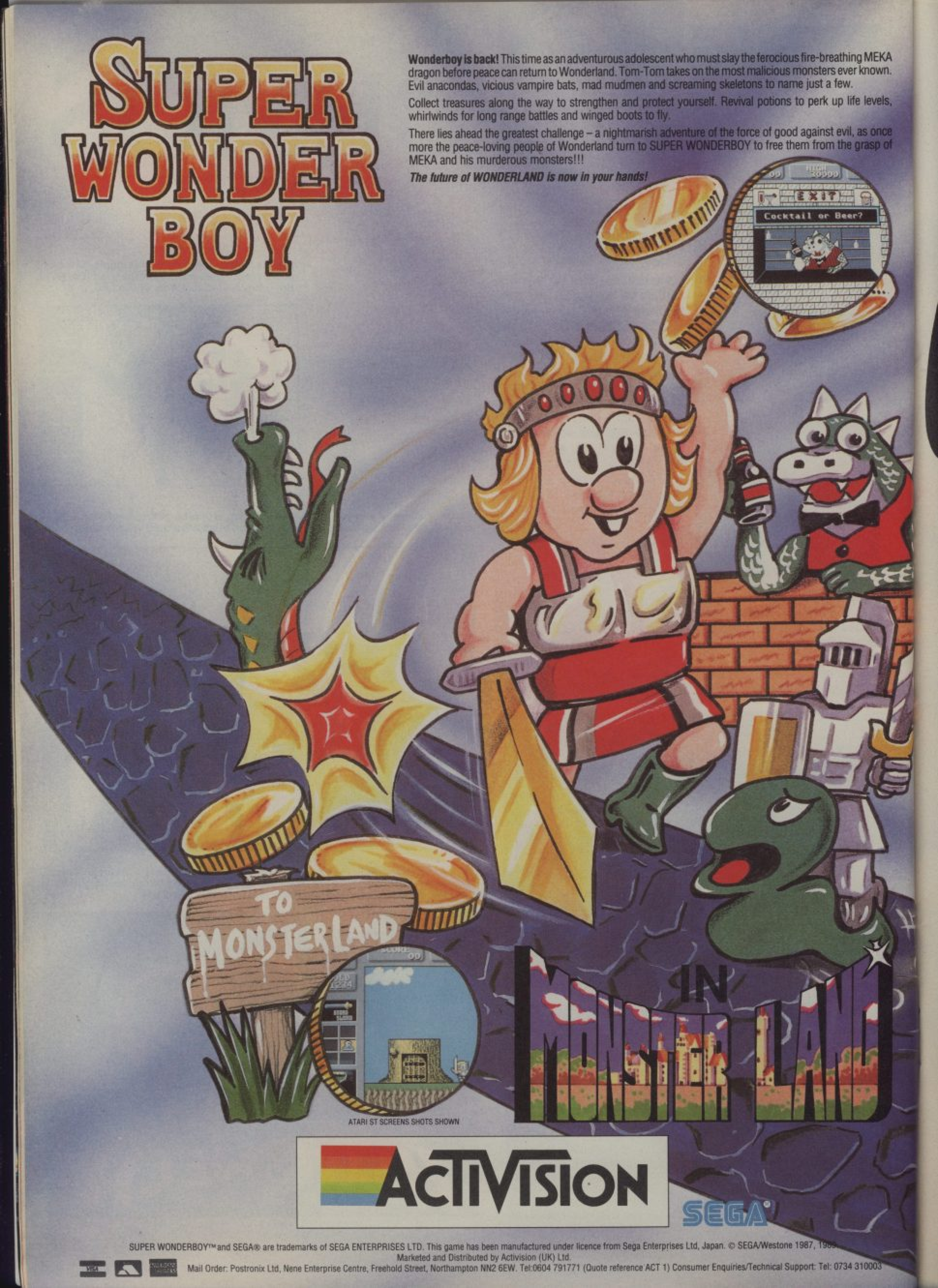


Space Bubbles is a strange title for this piece of macho airbrush-style artwork by Boris Vallejo. This particular disk has five demos and is the third volume in his series.



More metal images with *Follow The Sign* by Hellowen. It has fantasy 'airbrush' (again), plus sampled HM music. On two disks, you can get your mits on this courtesy of Virus Free PD, 23 Elborough Road, Moredon, Swindon, Wilts, SN2 21S.





SUPER WONDER BOY
Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.
Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.
There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!
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CHARTS

REVIEWERS CHOICE

Mark Patterson: ***Turbo, against Tony, (Amiga), Sim City (Amiga), Wasteland, still!!! (Amiga).***
Tony Dillon: ***Turbo, against Mark (Amiga), Action Fighter (Amiga), Kick Off (Amiga).***
Steve James: ***Xenon 2 (Amiga), Shadow of the Beast (Amiga), New Zealand Story (Amiga).***
Mike Pattenden: ***Xenon 2 (Amiga), Kick Off (Amiga), Altered Beast (Amiga).***

ADVENTURE CHART

TM		
1	BARD'S TALE	ELECTRONIC ARTS
2	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
3	WEREWOLF OF LONDON	MASTERTRONIC
4	REBEL PLANET	AD'SOFT/US GOLD
5	CURES OF AZURE BONDS	US GOLD
6	COLOUR OF MAGIC	LEVEL 9
7	HILLSFAR	US GOLD
8	PRICE OF MAGIC	LEVEL 9
9	KILLED UNTIL DEAD	US GOLD
10	QUEST FOR THE GOLDEN EGG CUP	GRAND SLAM

MORE GREAT UNLICENSED FILMS

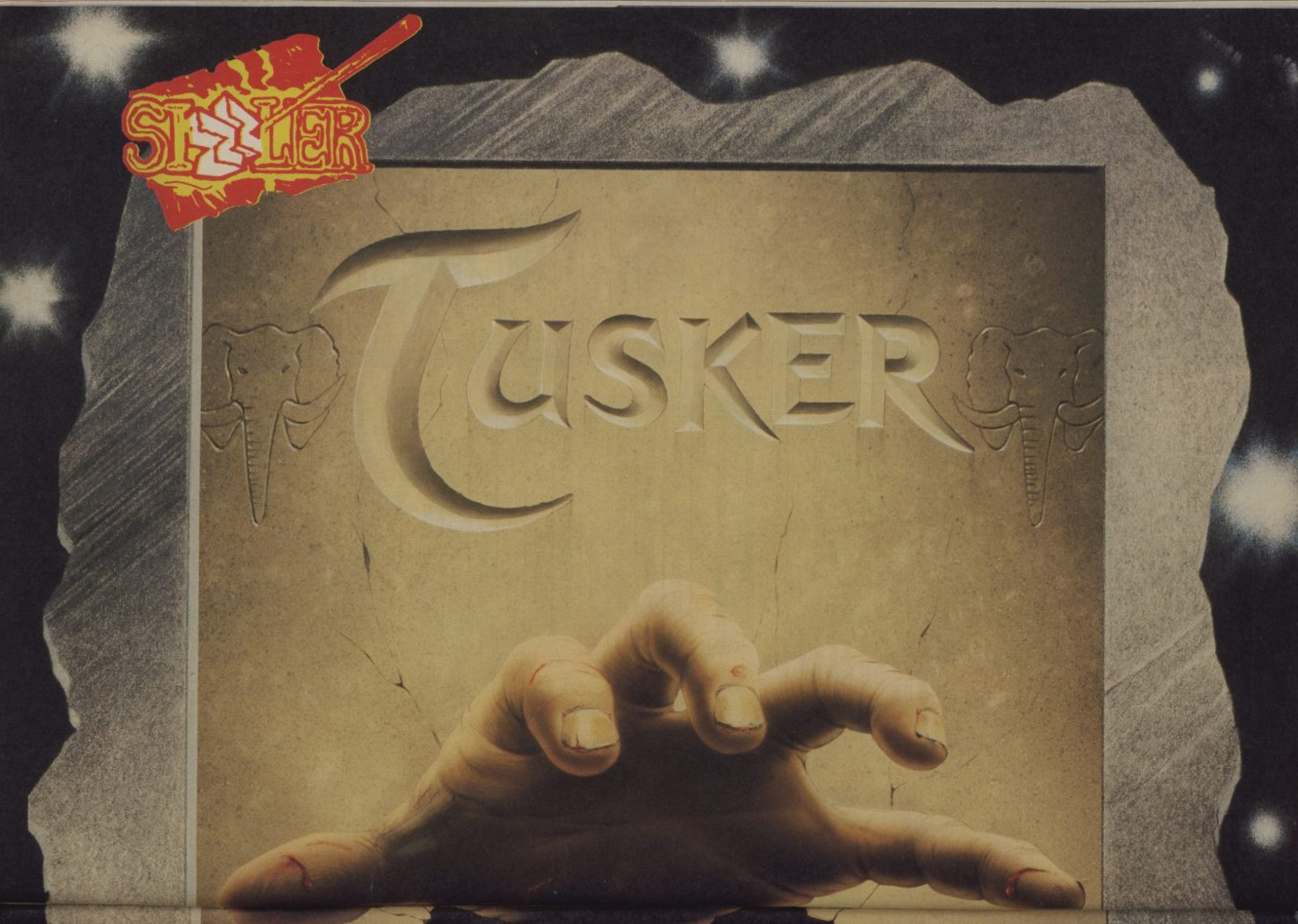
1) Kentucky Fried Movie
2) The Blue Lamp
3) Seven Brides for Seven Brothers
4) A Fistful of Dollars
5) The Last Days of Sodom and Gommorah
6) The Blue Lagoon
7) All Quiet on the Western Front
8) The Birds
9) Eraserhead
10) Paint Your Wagon

AMIGA CHART

TM	LM		
1	7	NEW ZEALAND STORY	OCEAN
2	NE	ROBOCOP	OCEAN
3	4	FALCON MISSION 1	MIRRORSOFT
4	1	POPULOUS	ELECTRONIC ARTS
5	3	KICK OFF	ANCO
6	10	LOMBARD RAC RALLY	DATABASE/MANDARIN
7	NE	TEST DRIVE 2	ACCOLADE
8	9	FALCON	MIRRORSOFT
9	NE	GRAND PRIX CIRCUIT	ELECTRONIC ARTS
10	NE	RICK DANGEROUS	RAINBIRD

C64 CHART

TM	LM		
1	NE	CRAZY CARS	HIT SQUAD
2	4	GREEN BERET	HIT SQUAD
3	NE	PITSTOP 2	KIXX
4	8	YIE AR KUNG FU	HIT SQUAD
5	2	ROBOCOP	OCEAN
6	1	ENDURO RACER	HIT SQUAD
7	NE	SCOOBY DOO	ENCORE
8	NE	SUMMER GAMES	KIXX
9	NE	NEW ZEALAND STORY	OCEAN
10	5	1942	ENCORE
11	NE	INDIANA JONES — LAST CRUSADE	US GOLD
12	7	SAS COMBAT	CODE MASTERS
13	NE	BATMAN	OCEAN
14	NE	HIT SQUAD TENNIS	HIT SQUAD
15	NE	DOUBLE DRAGON	MELBOURNE HOUSE
16	NE	FORGOTTEN WORLDS	US GOLD
17	17	DRAGON NINJA	OCEAN
18	18	OPERATION WOLF	OCEAN
19	11	KENNY DALGLISH SOCCER MANAGER	COGNITO
20	NE	SPITFIRE 40	ALTERNATIVE


TUSKER



ONE MAN'S DREAM
ONE MAN'S DESTINY
TUSKER
LIVES 9
TUSKER
000000
SYSTEM · 3



Fisticuffs, yeh?

ALTERED BEAST



You've found the evil eye.

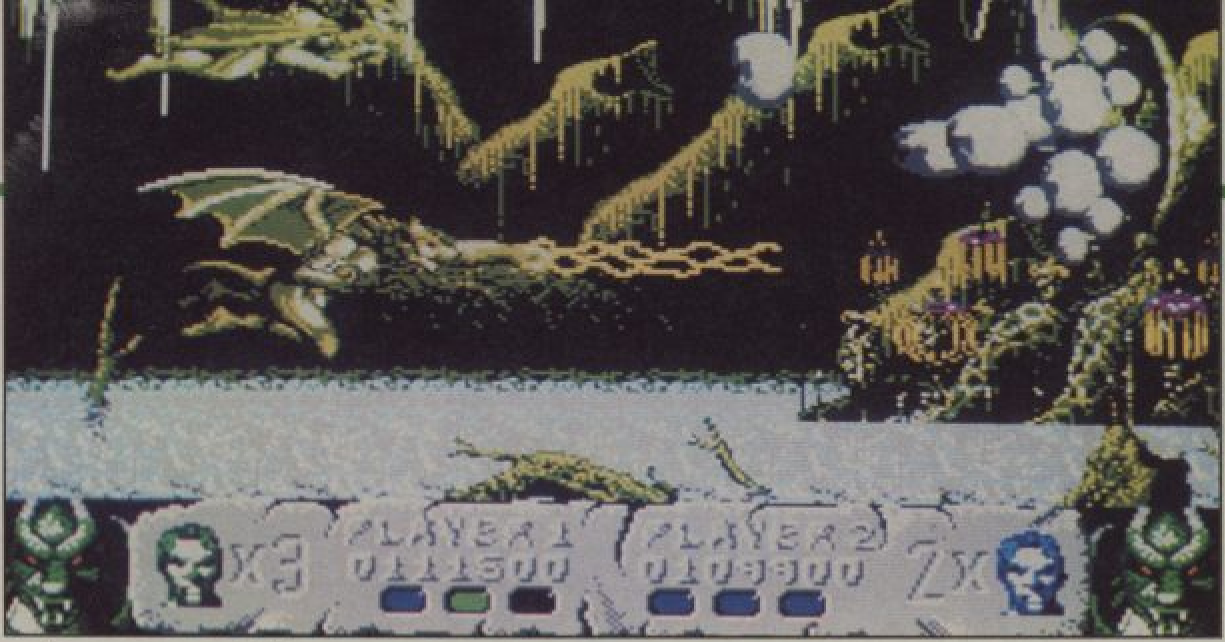
Activision
Price: £24.95



Here's looking at the title screen.

PC Show time always heralds the appearance of many new titles and last minute deadlines for the software houses. Hot off the mastering machine is *Altered Beast*, due on the shelves around the time of this issue and certainly as impressive.

You start the game not having to worry too much about your health — actually, you're dead and not really much use to any-



Dragon versus eyeballs.

AMIGA SCREEN SCENE



You winged, I Claudius.

body. That is until the wholesome wizard interferes with your decomposition and reanimates you as his side kick. You climb out of the grave and start off in good stead for your quests.

If the forces of good can use corpses so can the bad guys. Thus the majority of your opponents on this first level are zombies. Thrown in is the occasional hell-hound: none are particularly dangerous and most oblige you by exploding into various bodily parts on contact with your fist or foot.

Now and then a flashing hound appears. Without a doubt, this is the central nasty in the game, kill one of these and then release small capsules which you have collected. The first makes you slightly tougher, the second turns you into a muscle man with a ferocious punch and kick; the third transforms you from man to beast. Apart from looking spectacularly cool in your new form you also lay claim to many new powers.

On level one you become a wolf man and throw small fireballs and transform yourself into one big fireball. Enter level two as the electric dragon, firing electricity bolts and using an energy shield; the hair bears feature on level three with a smile on the face, fatal breath, and an awesome jump. Level four marks the return of the wolf man.

At the end of each level is the evil wizard who transforms into a huge creature with the customary magician's puff of smoke. All it takes is a hefty pounding to reduce him to a pile of dust.

Each one of the five levels has a high standard of graphics, although several frames of animation have been sacrificed per character. But it nevertheless retains the overall look of the arcade game very well. The main tune is a very apt thumping sound track which fits the mood well.

All things considered, with the difficult nature of the conversion, Activision have done a sterling job in retaining all the original features — and the two player mode makes for a very neat conversion.

Mark Patterson

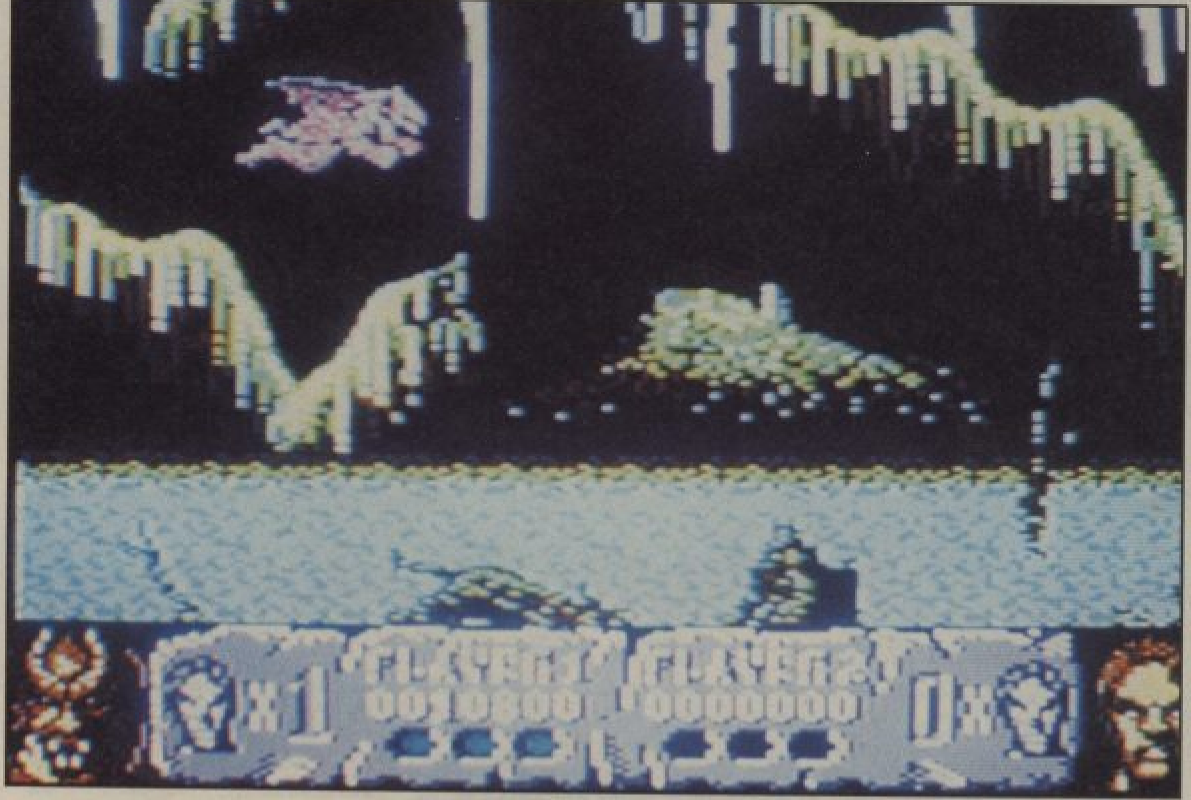
SOUND	**85%**
GRAPHICS	**86%**
PLAYABILITY	**88%**
LASTABILITY	**89%**

87%



Search out new life and destroy it.

ALTERED BEAST



Here comes the flying beast.

In a machine to machine comparison the Amiga version knocks the freckles off the 64 version. Even though *Altered Beast* on the 64 plays slightly faster than the Amiga version the graphics are pretty badly designed and animated, hence the speed. The sound track has pretty reasonable effects.

On the bright side all the main features have been copied across faithfully. The main characters politely mutate at the touch of a pod, the zombies erupt and the end of level guardians are as vulgar and tactless as ever. The visual effects do tend to get pretty cluttered at times leaving you stranded in a few awkward positions, eg trapped by half a dozen snakes, parrots and zombies, salvageable with the two player mode by using the special attack. Some of the later levels get very hairy indeed with surprise attacks coming from every corner, and increased difficulty in obtaining the vital power pods.

This may be a slightly disappointing game for those who played the arcade predecessor but quite an interesting romp for anybody new to the game. So don't be put off by the screen shots, it plays a whole lot better than it looks.

Mark Patterson

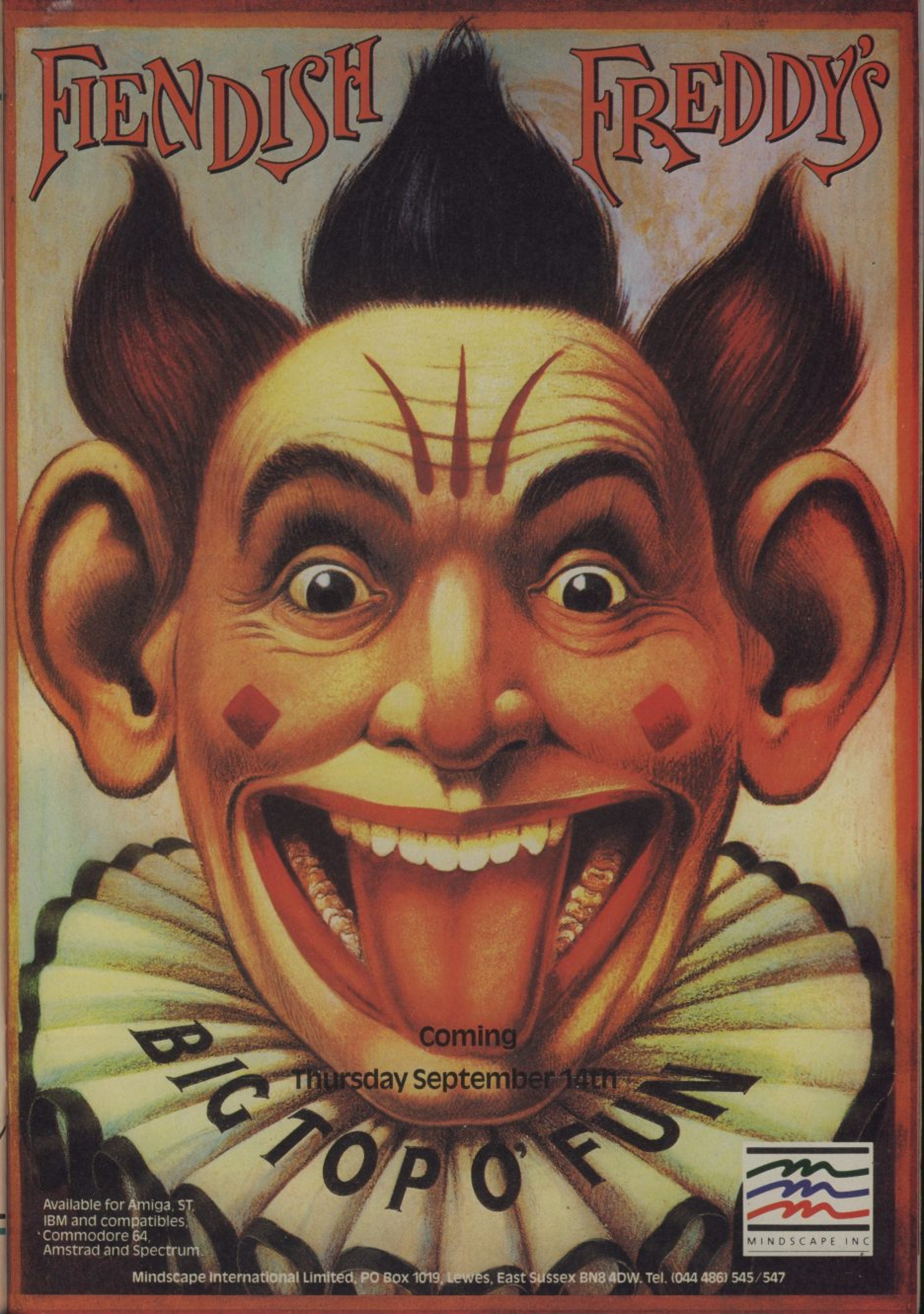
Activision
Price:
£9.99 cass
£14.99 disk



Glasshopper, he say . . .

SOUND	**78%**
GRAPHICS	**74%**
PLAYABILITY	**80%**
LASTABILITY	**78%**

78%



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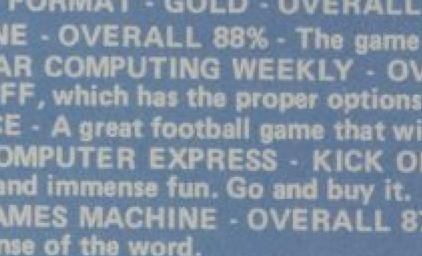
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C+VG HIT! — SIZZLER — 5 STAR GAME — machine STAR PLAYER

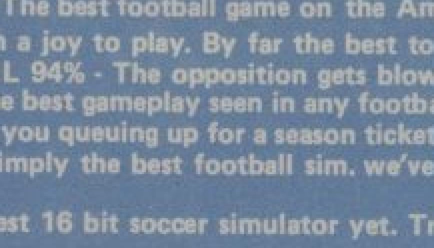
KICK OFF SCORES WITH REVIEWERS

- * CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
- * ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
- * AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga todate.
- * THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
- * POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
- * THE ACE - A great football game that will have you queuing up for a season ticket.
- * NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
- * THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
- * ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

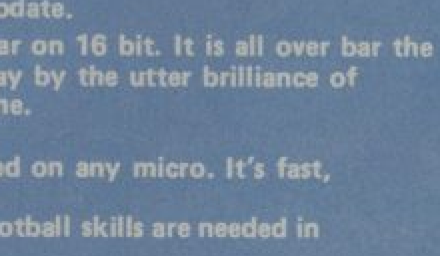
PLAYING IT IS EASY-MASTERING IT WILL TAKE TIME-A LOT OF TIME



AMIGA



ATARI ST



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CU Compo

Start shifting the furniture around, because there's a good chance you're going to have to make way for an arcade machine. We're giving away an *Altered Beast* of a machine thanks to the wunnerful generosity of Activision.

That's a huge two-player cabinet with twin joysticks, volume controls and installed PCB board — worth nearly a thousand pounds on the market.

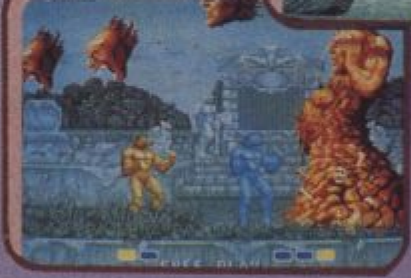
Runners-up receive ten copies of the game for either 64 or Amiga.

Here's how you win: just answer the following quesies.

1. Which politician is known as the Beast Of Bolsover?
2. What is the name of the new (second) Beastie Boys album?
3. Who described a mouse as a 'wee cowering, timerous beastie'?
4. Name the bestial Iron Maiden album.

Answers on a hairy hand (or a postcard) to What a Beast! Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. These should arrive no later than 20th October. Don't forget to state which machine you own.

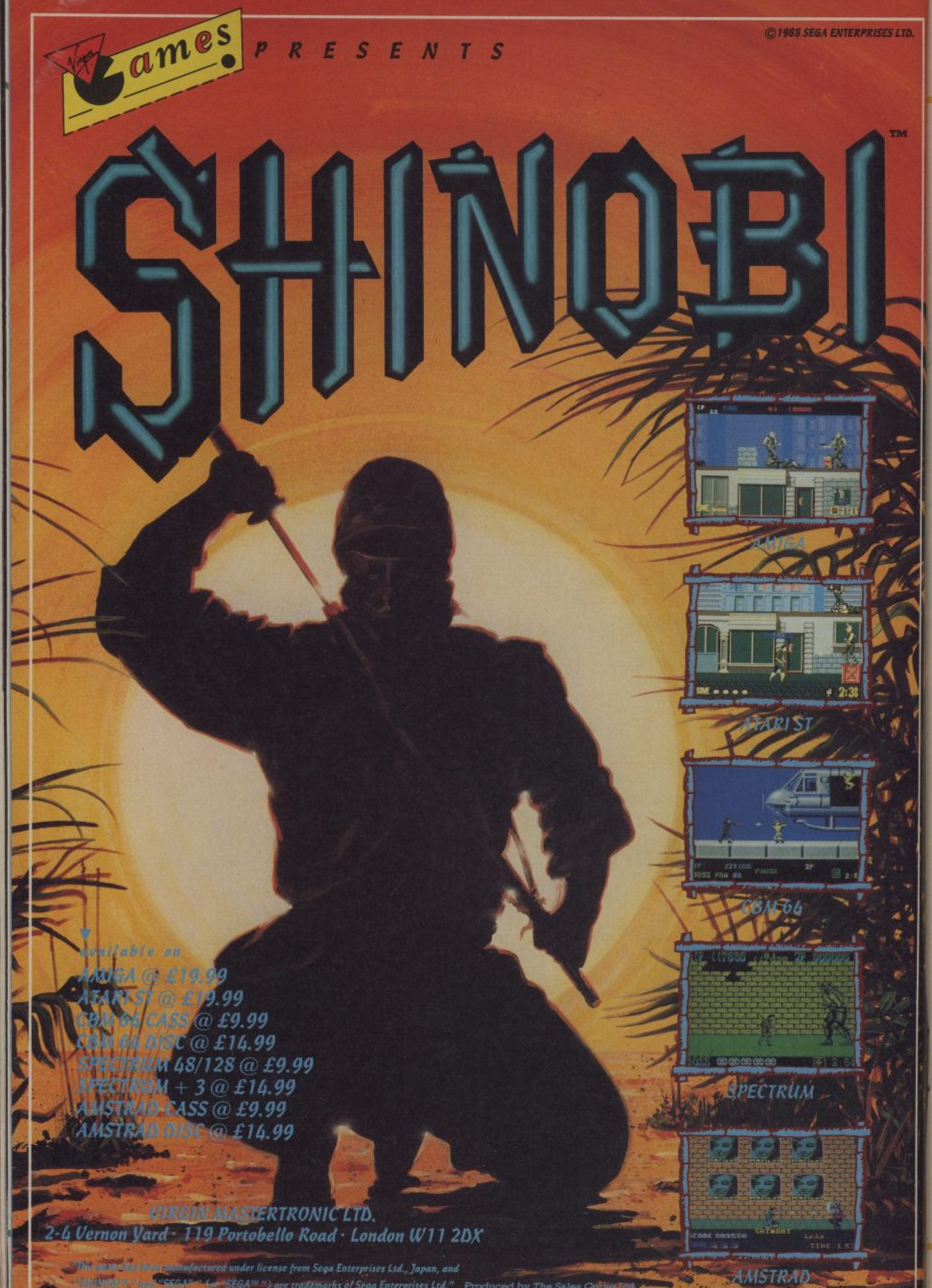




ALTERED BEAST



WIN THE COIN-OP



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Produced by The Sales Curve Ltd.

CONTINENTAL CIRCUS

He needs water, not fruit.



Oh, oh, here we go again.



Virgin/
Sales Curve
Price: £19.99

Or should it be called *Continental Circuit*? One of the most impressively boxed coin-ops of 1988 now appears with slightly less glamourous trappings but with its gameplay still intact.

If you remember, *CC* was the world's first 'true' 3D driving game. The elaborate console consisted of a pair of glasses, with special filter lenses that alternated black and transparent, and you could only see through one lens at a time. The screen would be showing what you would theoretically be seeing through that eye at the time. Obviously this all happened amazingly quickly, far too quickly for the old Amiga, and so in their infinite wisdom, Sales Curve have decided to drop any thoughts of copying the system across and have opted for a more conventional race game. And what a race game!

Race around eight famous courses of the world. Of course, you have to prove that you're good enough to race them, and this is done simply enough by a ranking system. On each course you have to attain a certain rank before you are allowed to move. For example, you can't move onto track two until you have (a) finished track one and (b) achieved a rank of 80 or lower.

Controls are simple as simple can be. And when you've got a game as fast as this one, they need to be. No *Hard Driving/Vette* controls to be found here, just old-fashioned four way joystick controls and fire to change gear.

Graphically, it's about as close to the coin-op as you're going to get. The update of the road is incredibly fast and smooth, as is the update of all of the sprites.

Speaking of the sprites, they're among some of the best ever to be seen in a driving game. Large and crisp, they really add to the feeling of 'being there'.

The sound is pretty basic however, even though it is a fair copy of the original. A throbbing engine noise and a whoosh from the passing of cars are all that you're likely to hear, aside from the intro tune.

Response time is fast, and indeed it needs to be. Overtaking takes quite a bit of practice, as it has to be done quickly and in one motion, else you'll find yourself billowing smoke from a damaged engine, or, even worse, spinning off the track and exploding.

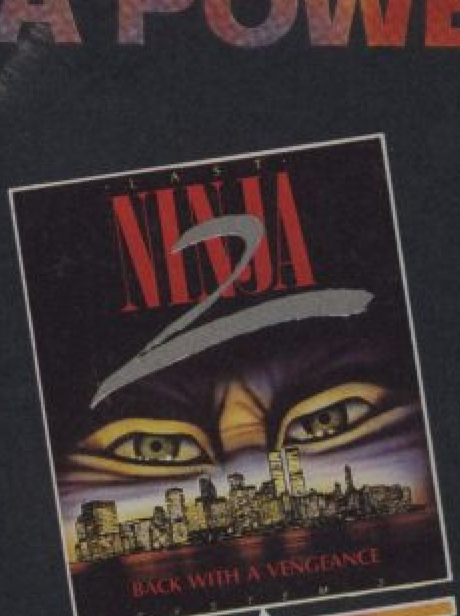
An excellent conversion and a brilliant driving game with enough variation between tracks to keep you playing for ages. Go go go!

Tony Dillon

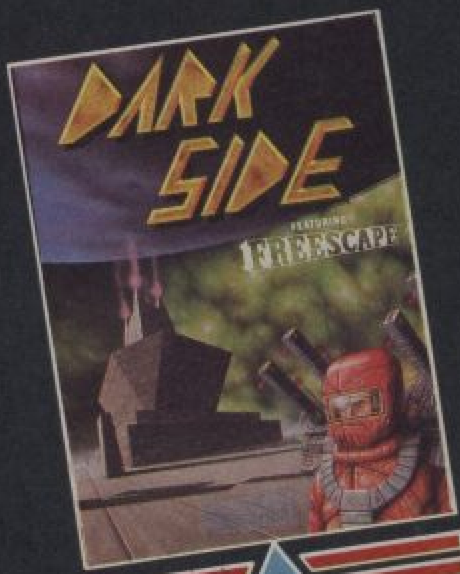
SOUND	71%
GRAPHICS	82%
PLAYABILITY	80%
LASTABILITY	79%

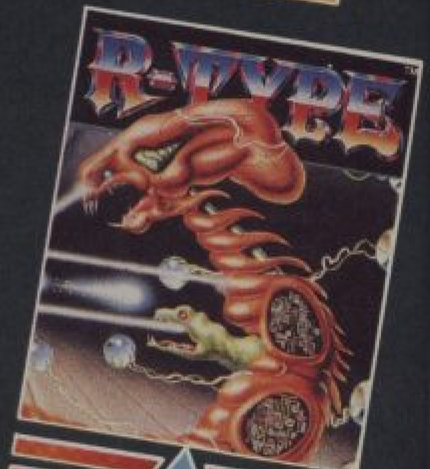
81%

A POWERFUL PACK OF FOUR









DARK FORCE

LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch–enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

BATMAN – THE CAPED CRUSADER

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all ... the Penguin. Save some strength for the battles ahead with the dastardly Joker however, or you'll miss the thrilling climax!

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LANCASTER

When it entered the war in 1942, the Lancaster bomber had an almost immediate effect. A devastating 14,000 pound payload, three gun turrets and eight .303 calibre machine guns. Most remarkable of all was the Lancasters' ability to trail home after suffering incredible amounts of damage, with documented cases of the planes returning on two out of four engines, and another with five hundred machine gun holes in it. One Lancaster managed the return trip with a four foot hole ripped from the top to bottom of the main fuselage after having a five hundred pound bomb dropped on it, by a friendly plane!

CRL's computer adaption of a Lancaster bomber isn't quite a dramatic as some of its real life encounters, but it certainly puts you where the action is, in the tail gunner's seat. Contained in the rear of the plane, just under the tail, is the turret. Armed with four guns it's the job of the gunner to cover the rear end of the plane from enemy attacks. The major attack wave consists of single engined Messerschmitt BF109 single engine fighters and Junker JU 88's with two engines and radar. On top of that flak is constantly thrown up from the ground below making life a lot rougher for the crew.

If you and your plane have survived the Luftwaffe's best attampts to bring you down, it's your chance to drop a few bombs on German emplacements. Unfortunately the realism drift into fantasy and fun with fancy targetting cross hairs and a zoom feature through the bomb door's view.

The way back is also fraught with the risk of attack from nearby airbases. The easiest way to avoid attacks is to fly around all the major cities; but unfortunately, you also have to keep your eye on the fuel guage, so sometimes this proves a little tricky.

You have to select which crew member you want to use, the choice corresponding to the level of difficulty — a Dillon lookalike for level one, a dashing airman for levels twelve and ownards and a mega-hard man for levels twenty two and on (there are thirty levels in all). After that there's an animated sequence of a Lancaster taking off in solid 3D, which features some 103 separate polygons.

Throughout the air sequences all the graphics are also formed by polygons (bar the searchlights which appear on the night time missions). All of this plus colourful static screens make the graphics an all round hit. The sound is equally as good. The title tune features a sinister backing track, plus sampled shouts and siren wails, and throughout the game your radio operator keeps relaying messages such as, "what the hell's going on back there?" in his best "stiff upper lip" accent.

Lancaster is a very well presented and executed game. The only real complaint I have is its overall lack of variety; maybe different aircraft positions during flight could have made a slight improvement. A worthy game for all shoot 'em up and simulation freaks.

Mark Patterson

Lancaster
CRL
Price: £19.99

SOUND	**85%**
GRAPHICS	**88%**
LASTABILITY	**78%**
PLASTABILITY	**82%**

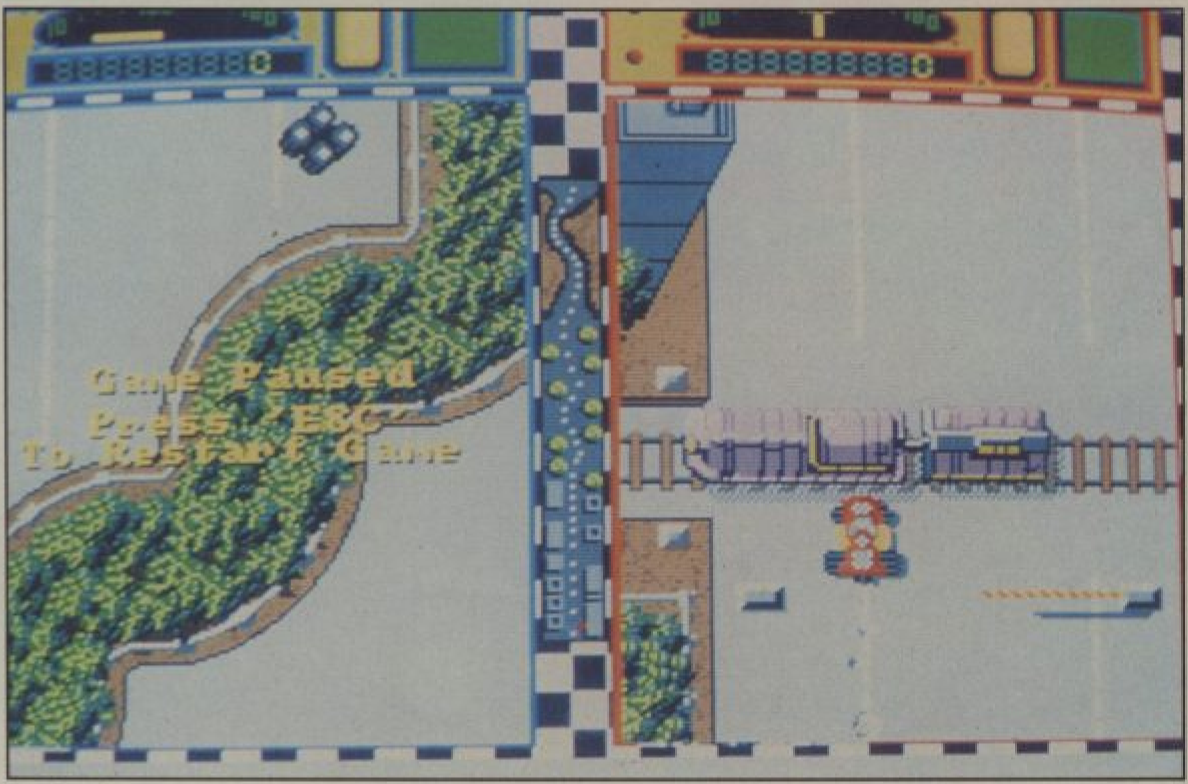
79%


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TURBO

AMIGA

SCREEN SCENE



Look out . . .

. . . oh well.



You have just entered a death race with no rules and no judges. There's you in your modified racing car against a set of opponents so desperate to win that they are willing to kill. The race course is a stretch of highway that runs through the city, the country and the desert. En route you may find weapons to help you in your quest. Grenades, missiles, oil and wheel spikes can all be used to off your opponents.

There are three modes of play in *Turbo*. You can play against the computer, a friend or someone on the end of a modem line. When playing the computer you must try to finish the course within the time limit; after several hours in this mode I decided that this is tricky but possible with special tyres.

Turbo is much more entertaining in the dual player modes. It's quite satisfyng to grenade your opponent or send him careering off the road with a carefully placed oil slick.

I would class the sprites as good, the scrolling is average. Nothing is really breath-taking, but there are some nice touches of animation on the player-controlled cars, eg when you rush from a car before it explodes. You get different cars as you progress through the game.

All of the standard sound effects are present: the roar of the engine, the squeal of the brakes, the splat of the pedestrians being flattened, their little shrieks.

Control of the car is easy but simple, making it easy to get into a skid and difficult to get out of one. The action is viewed from above and the screen scrolls jerkily from top to bottom as progress is made.

Turbo is excellent fun in two-player mode. It's one of those games which the more you play, the more you're going to get out of it — like learning how to push your opponent's car in front of a train.

A grower, in true *Kick Off* tradition, Micro Illusion seem to have a winner on their hands with *Turbo*. A gleefully spiteful game and really quite addictive.

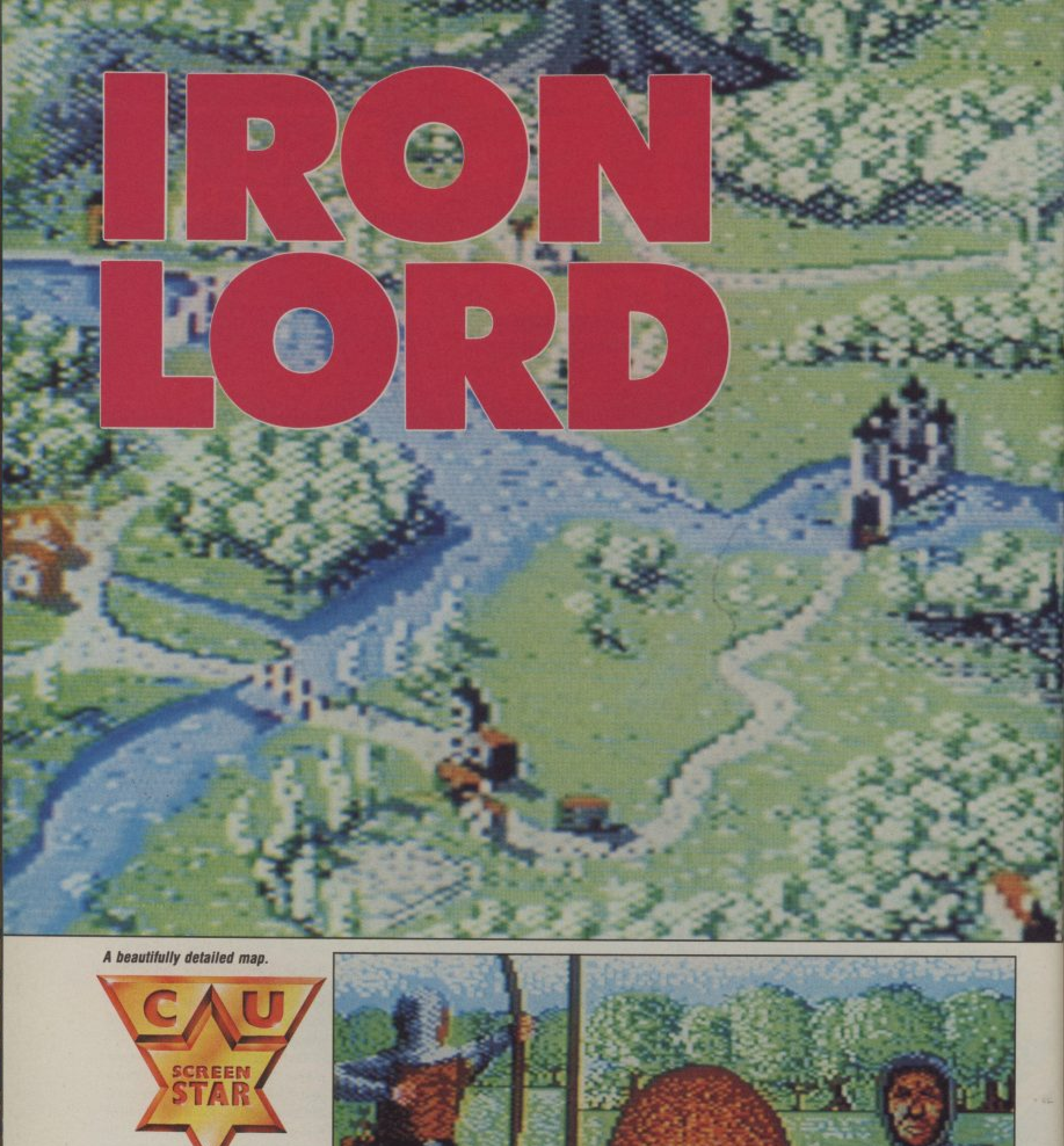
Mark Mainwood

Micro Illusions
Price: £19.95

SOUND	**76%**
GRAPHICS	**71%**
PLAYABILITY	**80%**
LASTABILITY	**81%**

80%

IRON LORD



A beautifully detailed map.



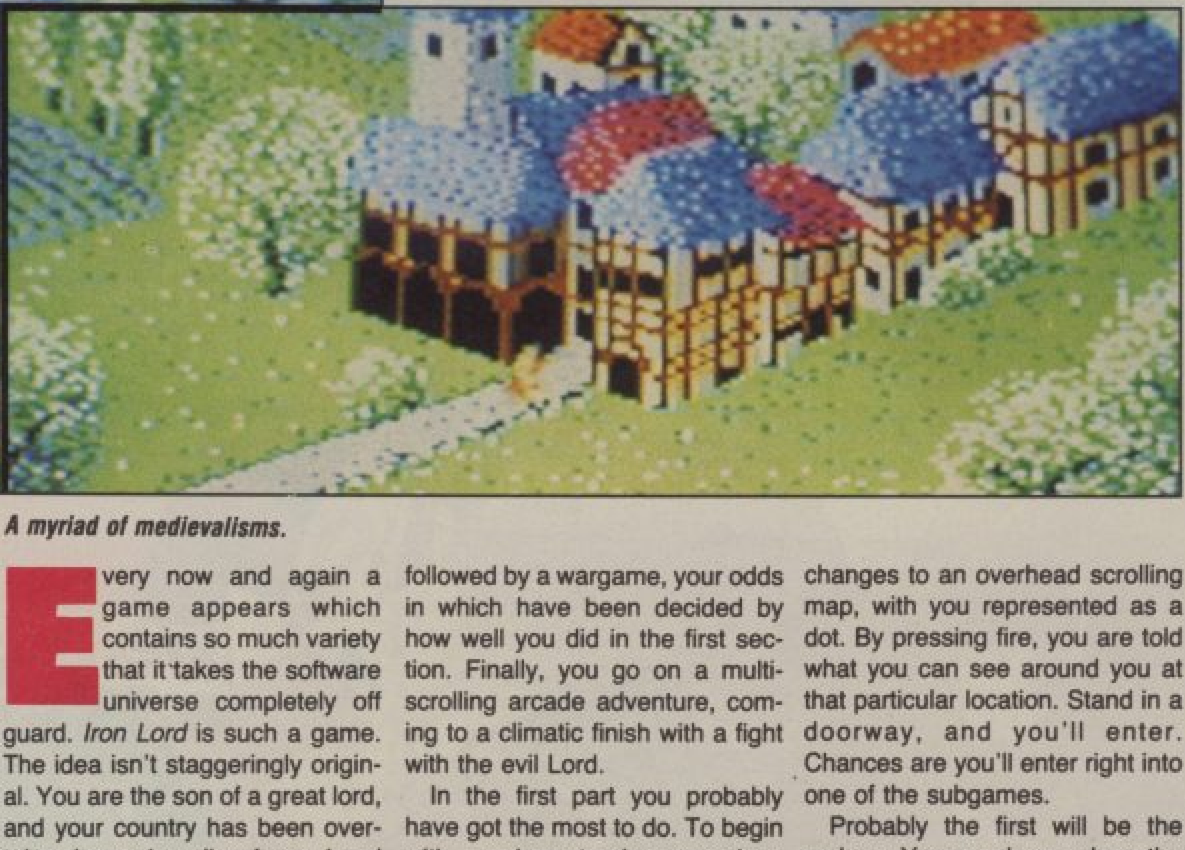
Ubisoft





Exquisite backdrops.





A myriad of medievalisms.

Every now and again a game appears which contains so much variety that it takes the software universe completely off guard. *Iron Lord* is such a game. The idea isn't staggeringly original. You are the son of a great lord, and your country has been overtaken by an invading force. Lead the countryfolk to rebellion and win back the state that is rightfully yours.

First of all, however, you have to find a peasant army to lead. Search the towns and villages of the nation, talk to everyone you meet, participate in competitions to build a reputation for yourself and finally lead everybody back to the ruins of your father's castle, from where you can launch the attack. Do all that, and you've finished the first part, which is then followed by a wargame, your odds in which have been decided by how well you did in the first section. Finally, you go on a multi-scrolling arcade adventure, coming to a climatic finish with a fight with the evil Lord.

In the first part you probably have got the most to do. To begin with, you have to choose a place to visit. You are shown a very attractive looking bit of scenery, with lots of little towns and villages dotted about. Click the pointer on one of them and you're treated to a splendidly animated sprite of a horse, racing along the relevant stretch of road. Then, just to make the game that little more interesting, you are shown a painting of the place you're visiting, with yourself on horseback racing toward it.

Once you've arrived, the view changes to an overhead scrolling map, with you represented as a dot. By pressing fire, you are told what you can see around you at that particular location. Stand in a doorway, and you'll enter. Chances are you'll enter right into one of the subgames.

Probably the first will be the archery. You are shown where the target is, how strong the wind is and in which direction it's blowing. You have to use three balances to determine direction, elevation at launch, and strength. You are given four attempts at each target, and the better your aim, the more money you get, and the more money you get, the more you will have to bribe the people into joining your and to buy all manner of weapons with.

Other subgames include the arm wrestle (a real joystick thrasher this one) and dice throwing, in which you and the computer throw die, and the one with the highest number wins.

The final subgame, and one which comes up randomly throughout the game, is one-to-one combat with another knight. It's possibly the games world's first person perspective sword fight. All you can see is the body and head of your opponent through your visor. The idea is to move your sword in such a way as to block your opponents while getting stuck in yourself. This is very difficult. Needless to say, I haven't managed to do it myself.

The graphics for the entire game are nothing short of stunning. All of the backdrops and pictures are exquisitely drawn and coloured, and the animation proves that there's still life in the old dog yet.

The sound is brilliant too. There are loads of really atmospheric musical compositions (it would be unfair to call them tunes) and quite a few well-placed spot FX put the game well up to the Maniacs Of Noise's already high standard.

There's a lot to *Iron Lords*, and far too much to lay down on this page. It's not a game of incredible depth; but, then again, it's surely one which will keep you occupied for weeks on end.

Tony Dillon

SOUND	**85%**
GRAPHICS	**86%**
PLAYABILITY	**83%**
LASTABILITY	**80%**

85%



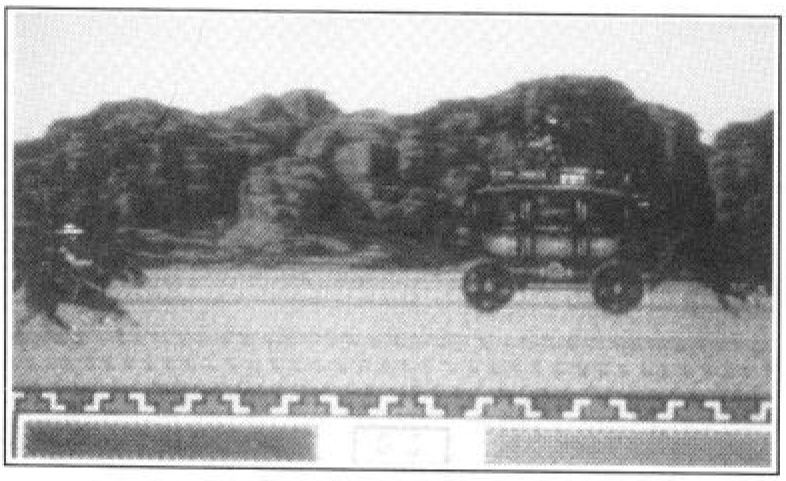
ALL FIR
RUN THE GAUNTLET
"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games ..." CRASH.
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RAMBO III ™
"the graphics are of a high quality throughout ... equally impressive is the music ... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.
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VS. DRAGONNINJA
"Dragonninja is fun to play ... well implemented and extremely addictive." ACE MAGAZINE
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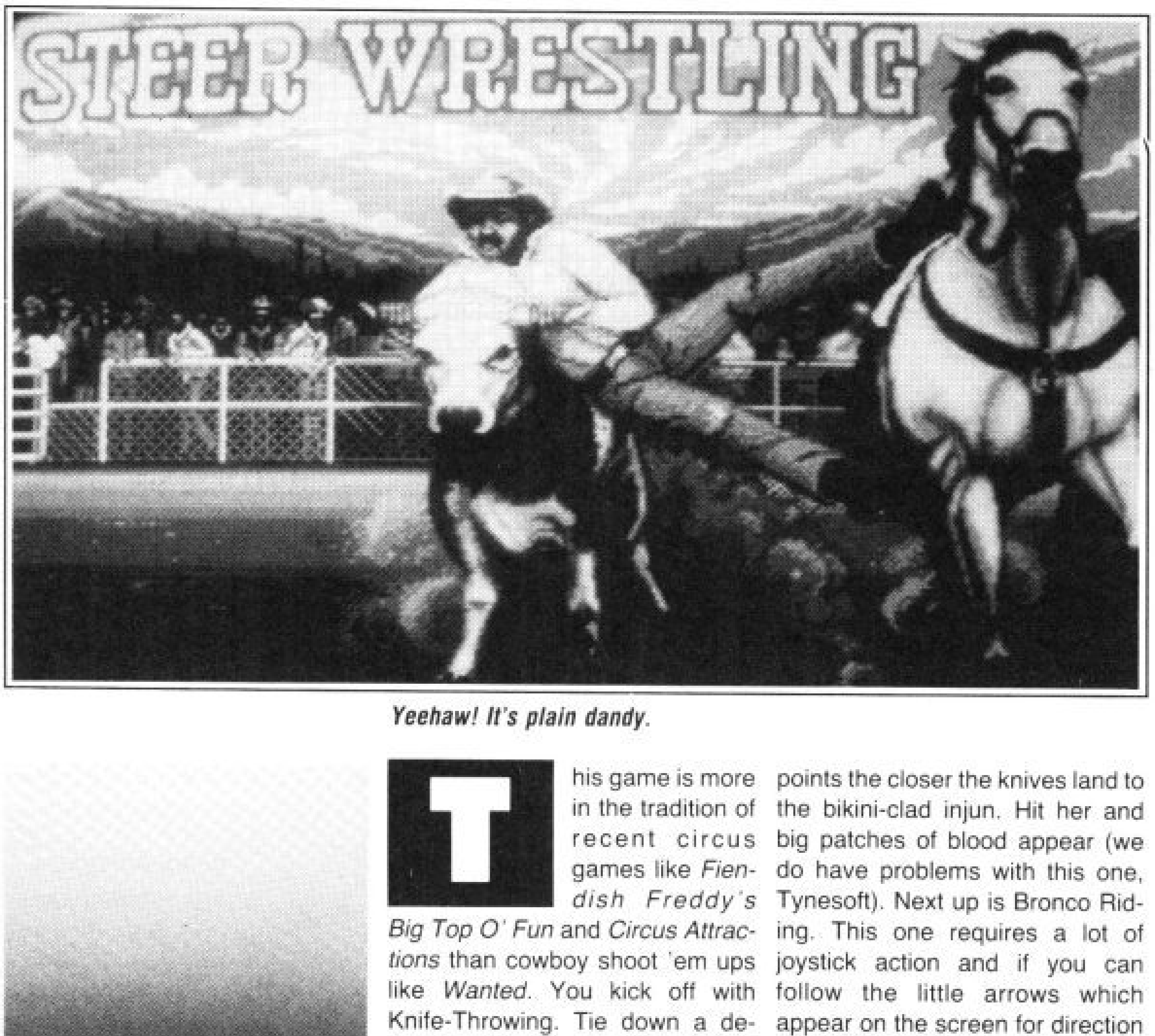


RED UP...
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TAITO CORP.
RED HEAT
"Furious addictive action- Red Heat is well worth spending some time on." CRASH.
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WILD WEST RODEO GAMES





Yeehaw! It's plain dandy.

This game is more in the tradition of recent circus games like *Fiendish Freddy's Big Top O' Fun* and *Circus Attractions* than cowboy shoot 'em ups like *Wanted*. You kick off with Knife-Throwing. Tie down a defenceless squaw to a rotating target and throw knives at her. You score ONLY by hitting the target and to make it just that bit more iffy . . . you score more points the closer the knives land to the bikini-clad injun. Hit her and big patches of blood appear (we do have problems with this one, Tynesoft). Next up is Bronco Riding. This one requires a lot of joystick action and if you can follow the little arrows which appear on the screen for direction fast enough, you might make a cowboy yet.

Next, we mosey on over to the Stagecoach Rescue. First off, you have to get level with the coach which has fallen into Indian hands. Next, get on to the roof and prepare yourself for some John Wayne style fisticuffs.

Calf-steering is a real toughie too. Mount the steer from horseback, grab its horns and force it to lie down. Not only are you racing against a pig-headed piece of meat, you're racing against the clock as well — and the fastest times win highest bonuses. All you've got to do in steer wrestling is to lassoo the beast before it gets to the other side of the ring.

And what about Trick Shooting? For the first stage you shoot a lot of lead at various cardboard cutouts. Blast the baddies to a pulp and you score a lot of points, hit the good guys 'n' gals and you're out. It's as simple as that. Level two tests your dexterity with a shooter even further — shooting bottles before they hit the ground.

The game's got some nice touches like the Wild West ditties which play for each contest. Plus you get to make like John Wayne, savour some good graphics and listen to things like the Lone Ranger theme.

Where the game really wins over is in it's originality. No doubt dozens of clones will appear, though whether they reach the same level of varying gameplay remains to be seen. And it is the variety of gameplay that makes this game what it is. The small number of events, mixed with the basic simplicity means that it will be short lived, but then again, nothing lasts forever.

An enjoyable romp, and an excellent venture into an untapped field. I'd check it out.

Tony Dillon

Tynesoft
Price: £24.95

GRAPHICS:	**85%**
SOUND:	**81%**
PLAYABILITY:	**78%**
LASTABILITY:	**75%**

81%

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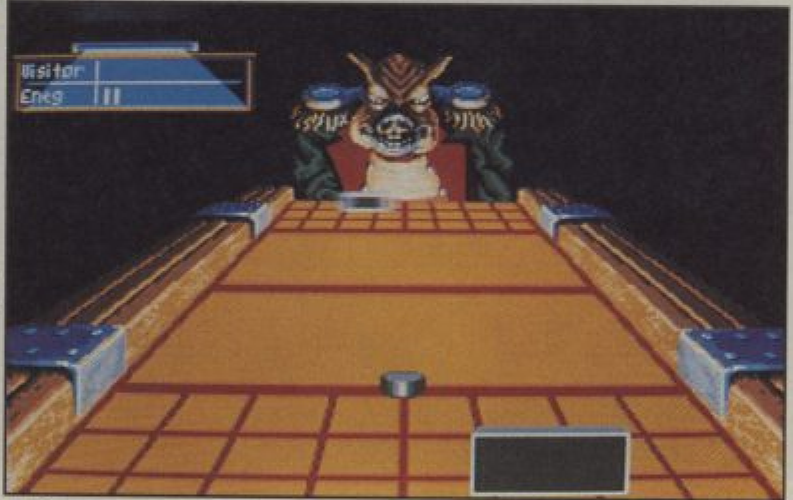
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Time for tea and chit chat.

SHUFFLEPUCK CAFE



Take on your opponent.

What are the ingredients for a good night down the boozer? A decent drink, certainly, but what else? Good company, interesting surroundings, a good jukebox? What about an unusual pub game?

There's very little that's ordinary abut anything to do with Shufflepuck Cafe. The clients of this watering hole are as rum a bunch as you're likely to meet. There's Skip, the polite schoolboy swat, Lexan, the drunken alien, and Nerqul, the spectre who's head rests on his stomach, to name but a few. The place is full of weirdos, and you're there to swap a few yarns and play a game or two of shufflepuck.

And shufflepuck is a little bit like that end-of-pier air hockey game in which you whack the puck over a bed of compressed air, although this game being its futuristic counterpart, you get the chance to alter the weight and the size of your paddle and the amount of spin which it gives. But don't be lulled into thinking that a bigger, weighter paddle is all you need. Your computer opponent will anticipate your attempt to 'cheat' and try to outmaneouvre your stunt.

If you're only in for a quick smack around the table, then you can choose any opponent you wish, or even just have a spot of training with the totally programmable training droid. However, if it's a full challenge you're after, then enter the tournament and try and take the title of Best Shufflepuck player from none other than Biff Raunch.

Things start simple enough. Skip is slow, and not the most aggressive of players. However, the action soon hots up as players respond faster to your shots, and the returns get faster and at obscure angles. It takes a quick eye and a sturdy mouse to keep the puck flying.

Even with all the opponents, and all the different playing styles, the game does start to pall after a few goes. The small amount of gameplay is very limiting, and hitting a puck back and forth over and over again does get very dull. Occasionally, you'll come across a character who does something different, like the witchy young lady who uses magic to make the puck float acorss the table and shoot off at a weird angle.

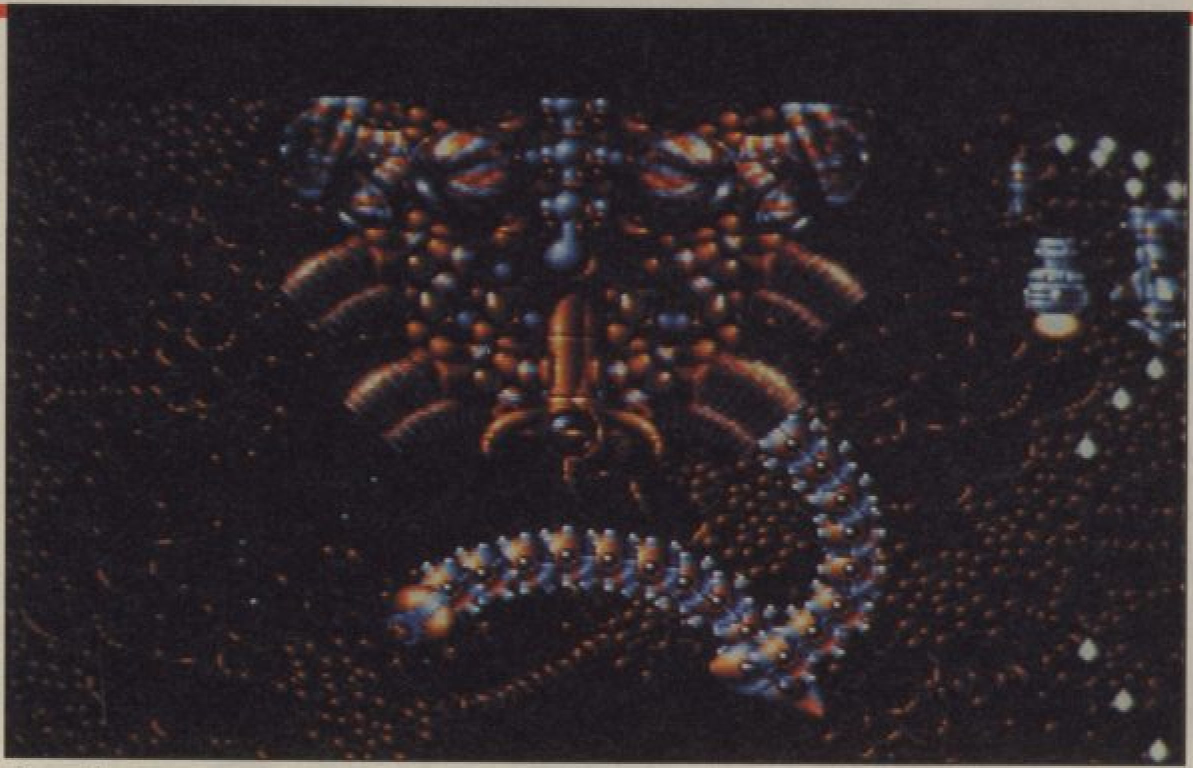
The graphics are pretty limited too. The main game area remains the same throughout the game, the only thing that changes is the graphics of the person you play. For the most part, these are represented by still graphics that move occasionally whenever a point is scored. The responses, such as the spectre revealing his head and emitting a howl when he gives a point away are humourous to start with, but simply become annoying after a while.

It's fun to play, and it can be quite addictive, but only for a short while. A game which would have benefited from a two-player option. Once again, more variety please.

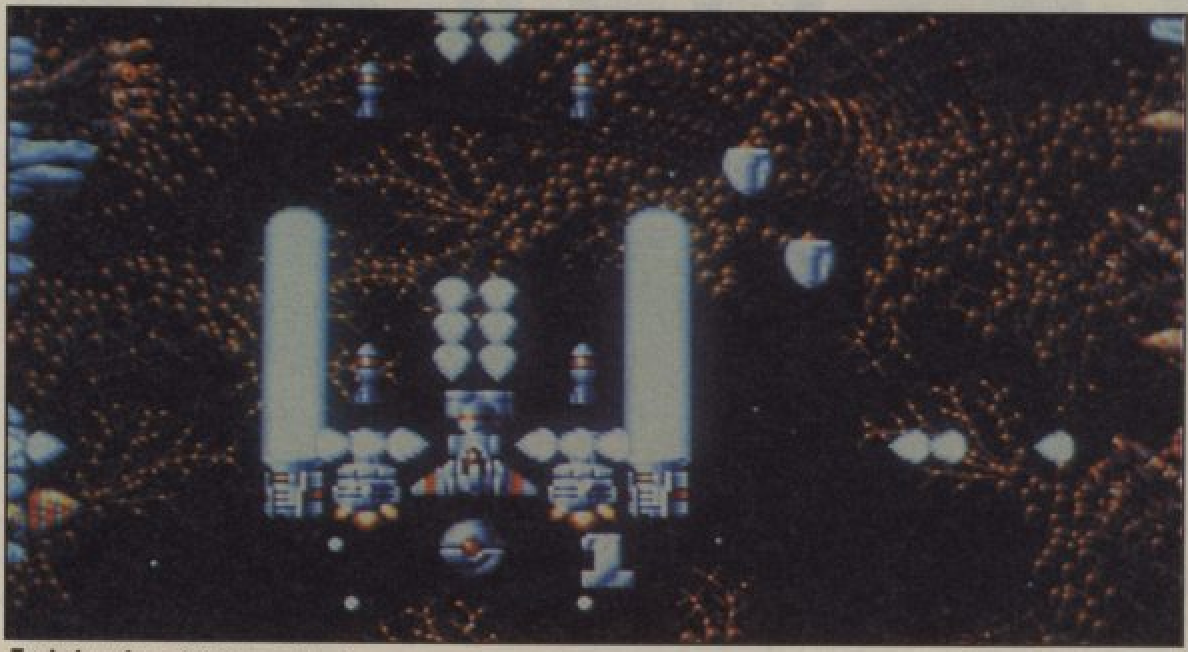
Tony Dillon

Domark/ Broderbund
Price: £19.99

SOUND	**76%**
GRAPHICS	**73%**
PLAYABILITY	**77%**
LASTABILITY	**72%**



A can of worms.



Tooled up for a brief megablast.



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XEN

If anybody approaches rock celebrity status in the software world, it has to be the Bitmaps. It's something they've managed to achieve effectively in the space of three games. *Speedball* is their most famous, but *Xenon II* revives their first, a shoot 'em up which turned heads for its excellent sonics and graphics when it was released over eighteen months ago.

Xenon II pursues the relentless quest for an arcade quality shoot 'em up for the Amiga, and it's probably the closest yet. Like its predecessor it's a vertically scrolling blast, with an array of nasties and a ship which, when you've bolted every available addition onto it, is awesomely destructive.

The element which strikes your senses first though is its sound. The promised mix of Tim Simenon's 'Megablast' is every bit as potent as the original cut, and, married to the sound effects, makes this a game to play with the sound jacked right up.

You won't find much that's new in *Xenon II*. The elements that have gone into it are tried and tested. It's the execution that saves it. Progress through each of the five levels is hampered by the presence of a bewildering mass of enemy characters ranging from metallic droids, symbiotic spheres and prehistoric crustaceans. Weird ammonities and trilobites zoom in and out of the screen and attempt to ram the ship and occasionally the screen is dense with activity. To its credit you can still see what's going on though.

At the end of each level there's a large guardian waiting. Each needs to be approached and finished off in a specific way, but unlike some of the ones which dwelled in the original they can at least be tackled and overcome. Inspiration

for some definitely comes from *R-Type* with huge winding snake-like protectors which slide in and out of the guardian's tubes.

Every so often you'll be able to drop into a shop and buy and sell some weaponry. You can sell off items you've picked up on the way and use the cash to add to the credits you pick up as you destroy attack waves. There's at least twenty objects, side shots, power-ups, auto-fire electroball and nicest of all the 'dive' add-on, which allows you to flip underneath the parallax scrolling for ten seconds.

Graphically *Xenon II* is superb. The central sprite is clear, well-defined and large, as are the rest of the characters in the game. The guardians are huge and imaginitive, but it's the backgrounds and the colour which really make this game brilliant to watch. This is definitely arcade quality.

There are faults to be found with *Xenon II*. The necessity to have so much going on at one time means the game is slow. The scroll rate is just not fast enough and it can induce an element of tedium into the game. Also despite its impressive graphics and sound the challenge somehow just isn't strong enough. Lack of variation might be the cause.

Despite these problems, there's little point denying that this isn't impressive stuff — it's what you bought an Amiga for. This is going to be a huge hit, and there's more.

Mike Pattenden



Eye see sea snails.



The bite's worse than their bark.



A spot of shopping in the weapons hypermarket.

NON II

SOUND	**90%**
GRAPHICS	**91%**
PLAYABILITY	**86%**
LASTABILITY	**85%**

88%

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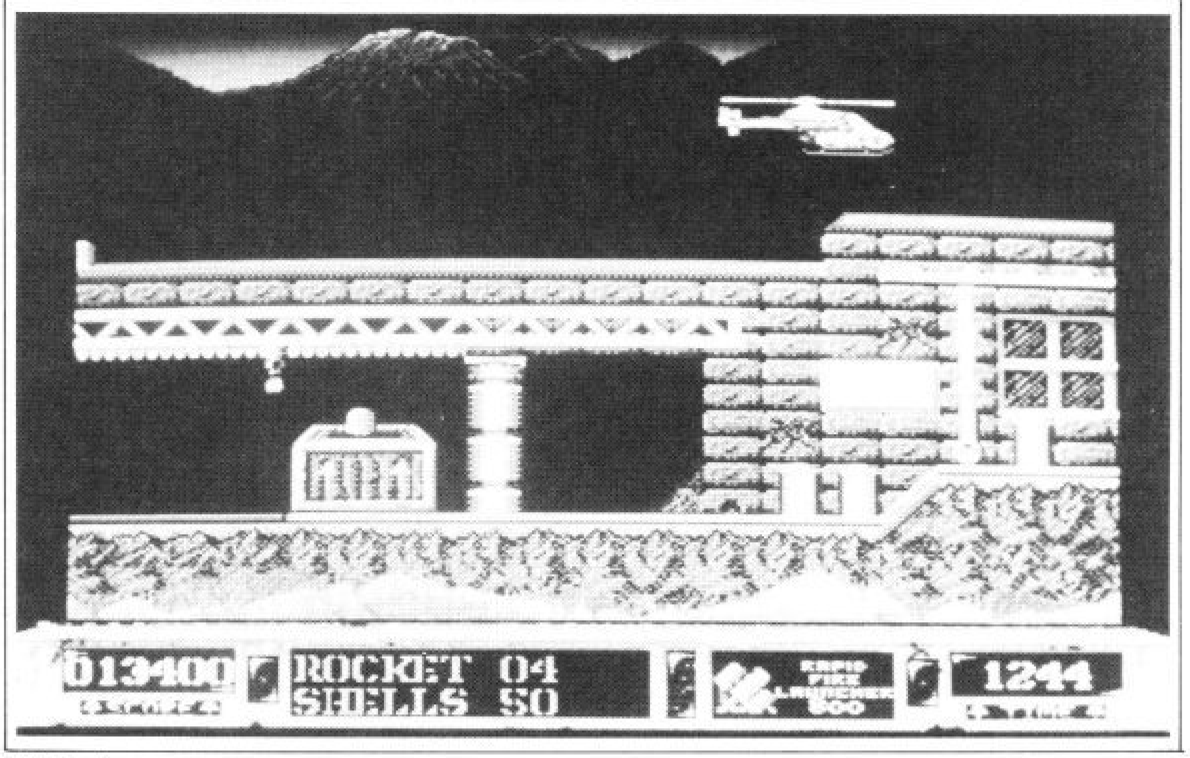
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Proprietor: Steve Lowe

BATTLE VALLEY



Whirly wigs away.

On first impressions, *Battle Valley* looks an awful lot like that CU fave shoot-'em-up *Silkworm*; on closer inspection, however, the game itself is nothing of the sort. For a start, there's no two player mode, you choose between 'copter and tank. The game then directs you to embark on your mission to destroy one of the two missile bases which apparently lie at the end of the craggy, *Scramble*-style backdrop.

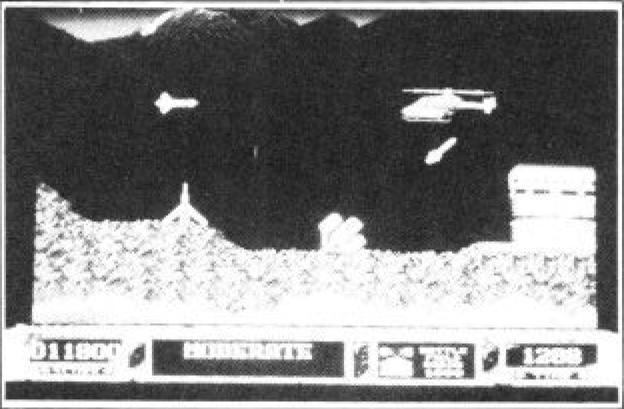
There are a number of broken bridges that the tank can't traverse unless the 'copter collects a pontoon and drops it into place. So, off we go in the bulky square to reek havok upon the enemy. Unfortunately, this is not a nippy flying machine by anyone's standards — in fact, it's more of an armour plated autogyro.

Almost inevitably you find yourself blasted out of the sky, but that seems to be part of the gameplan in *Battle Valley*. If you don't get blown up, you don't get to use the tank, which is essential for removing some of the trickier obstacles. As the armoured vehicle lumbers from its garage like an F-Reg Skoda on a February morning, one thing becomes immediately transparent — if you are any good at this game at all, you will have destroyed a large number of obstacles and be left with a drive over a desolate, empty and very, very boring landscape. You can remedy this in part by hitting the F1 key, but keyboard commands can be very tricky when it comes to slowing down in time when the enemy do decide to appear.

Battle Valley is a strange sort of collaborative game. Two steps forward with the 'copter, then one step with the tank. What develops is a mild pace campaign with only a small amount of skill involved. Don't buy this expecting the usual visual blitzkrieg of a Hewson shoot-'em-up. The game does have a few definite virtues, however, a different — if not entirely successful — gameplay which is nice to see and keeps the interest up for a reasonable amount of time. Fine graphics and a detailed scoring system. The refuelling stations along the way are a nice touch too, with the 'copter having to lower its winch to pick up supplies and ammo.

Overall, I can't help feeling that the grey installations and the slow speed of play make it a dour game to look at. An impression only compounded by the end screen — a mushroom cloud. All a bit depressing really. After an hour or two of *Battle Valley*, with it's phallo-centric armageddon overload, a game like *New Zealand Story* comes as a very welcome relief indeed.

Mark Heley



Deja vue, perhaps.

Battle Valley
Hewson
Price: £19.99

SOUND	**67%**
GRAPHICS	**54%**
PLAYABILITY	**53%**
LASTABILITY	**49%**

54%

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ACTION FIGHTER

Apparently, this is one of SEGA's slightly larger successes. If so, how come I've never heard of it? Anyway, that's not what I'm here for. What I am here for is to tell you just how mega brilliant *AF* really is.

The obvious comparison I have to make is just how similar to *Spy Hunter* the game really is. You have to drive along a top-to-bottom scrolling roadway at high speed, shooting other vehicles off the road and climbing aboard the occasional truck to gain extra weapons, such as a missile which you can use to shoot down the helicopters that pass overhead and bomb you. Sound familiar?

Of course, that's not the whole story. You actually start out as a motorbike, racing hell-for-leather across the tarmac with your only thoughts being on one of your four missions, and staying alive long enough to finish them.

As you drive along, you have to enhance your vehicle. This is done in two ways. Firstly, you climb aboard the weapons vans that appear at random intervals and give you, in order of appearance, double shots, a missile for shooting helicopters, rear fire and temporary invulnerability.

As you race along the road, capsules float down at you, each with a letter embossed upon them. There are six to collect, lettered from A to F. collect A, B, C and D and you are granted the ability to transform into a car which, although not as fast or manoeuvrable as a bike, is much more durable and isn't so easy to destroy. Collect all six, and at the end of the roadway you'll transform into a jet car and take to the skies, where you will fly to the subject of your mission and destroy it.



A blast by bike . . .



. . . or by car.

The scrolling is incredibly fast, much too fast in many cases, as is the joystick response. This sudden amazing playability takes a little bit of getting used to, but once it does, *AF* is a very fun game to play. At last we have a 16 bit version of *Spy Hunter*.

I never saw the coin op, so I can't really make any comparisons to graphics or sound. However, the sprites and backdrops are a little on the simple side, probably because the game is, once again, an ST port. Sound is simple spot FX, there isn't anything really mindblowing about it.

A fun game, and one well worth getting hold of if you just want something fast and destructive.

Tony Dillon

SOUND	**78%**
GRAPHICS	**80%**
PLAYABILITY	**87%**
LASTABILITY	**84%**

82%

Microprose
Price: £24.99

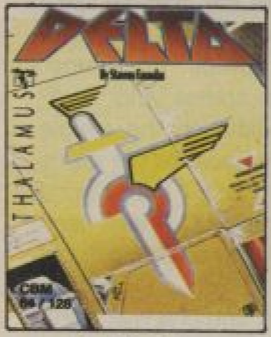
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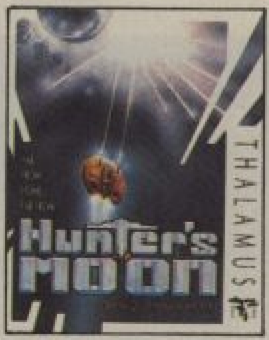
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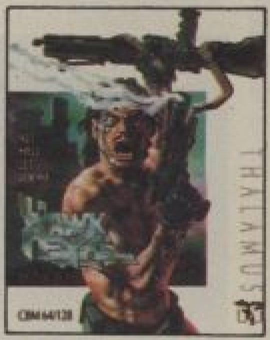
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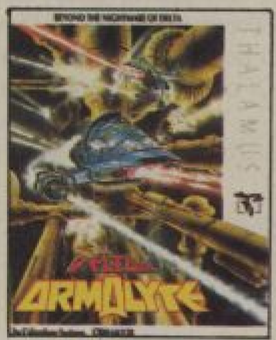
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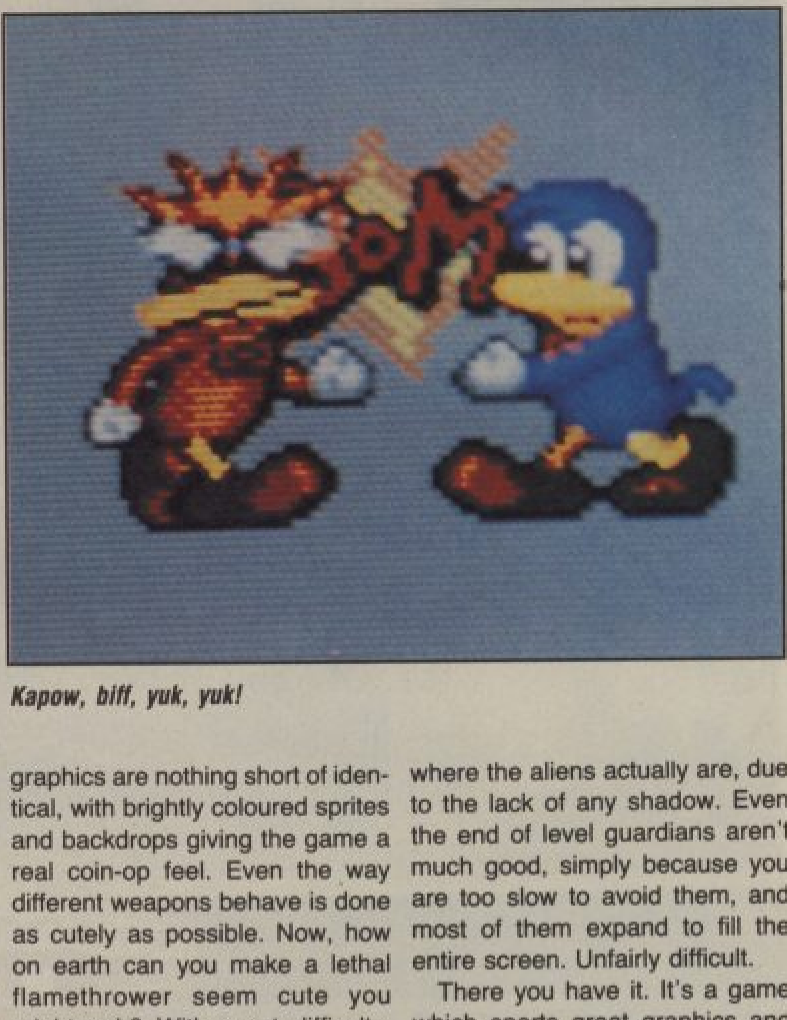
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No Peking, but there's fire and mooses ahead.

DYNAMITE DUX





Kapow, biff, yuk, yuk!

This former arcade rarity, could have you fooled. These ducks may be cute but daffy they most definitely are not. The ducks in question here are the imaginatively named Bin and Pin, a pair who seemingly owe more in terms of genetic make up to Woody Woodpecker than to dear old uncle Donald, each sporting a quiff as fine as that of any 50's Teddyboy.

Making up the two halves of this most elite flying squad, these are ducks with a mission, to find the kidnapped Lucy and to lick the enemy all in the course of a half dozen levels of action. Enemy, what enemy I here you ask. Enough to make anyone quack, Bin and Pin find themselves faced with such awe inspiring foe as bouncing sausage dogs, gangs of field mice, pogoing alligators, moles in hard hats, jet propelled cows making the most of all that methane, and pigs on trolleys. Yes, that's right, pigs on trolleys and they're heading straight for you! It's enough to bring a duck down but, unless you're unlucky, certainly not out because this feathered friend packs a decidedly unfriendly punch and as soon as the enemy gets within striking distance it's THWACK right on the jaw before they can lay a paw on the energy bars without which the Dynamite Dux are as dead as dodos. It's a shame that the game only has one combat move but the assortment of weapons available to collect goes a long way towards making up for this. Forget the shotgun, these guys have a flame thrower tucked under their wings!

In so far as coin op accuracy goes, *Dux* is spot on. The graphics are nothing short of identical, with brightly coloured sprites and backdrops giving the game a real coin-op feel. Even the way different weapons behave is done as cutely as possible. Now, how on earth can you make a lethal flamethrower seem cute you might ask? With great difficulty, but Activision have still managed to do it, and do it well.

The sound is perfect too. Arcade voices complement the arcade soundtrack and the spot FX are exact duplicates. So what went wrong? The gameplay.

Dynamite Dux is just a very badly designed game. You move far too slowly for an action game, and the fact that you can only make one fighting move is extraordinarily limiting. Also, it's impossible to accurately pinpoint where the aliens actually are, due to the lack of any shadow. Even the end of level guardians aren't much good, simply because you are too slow to avoid them, and most of them expand to fill the entire screen. Unfairly difficult.

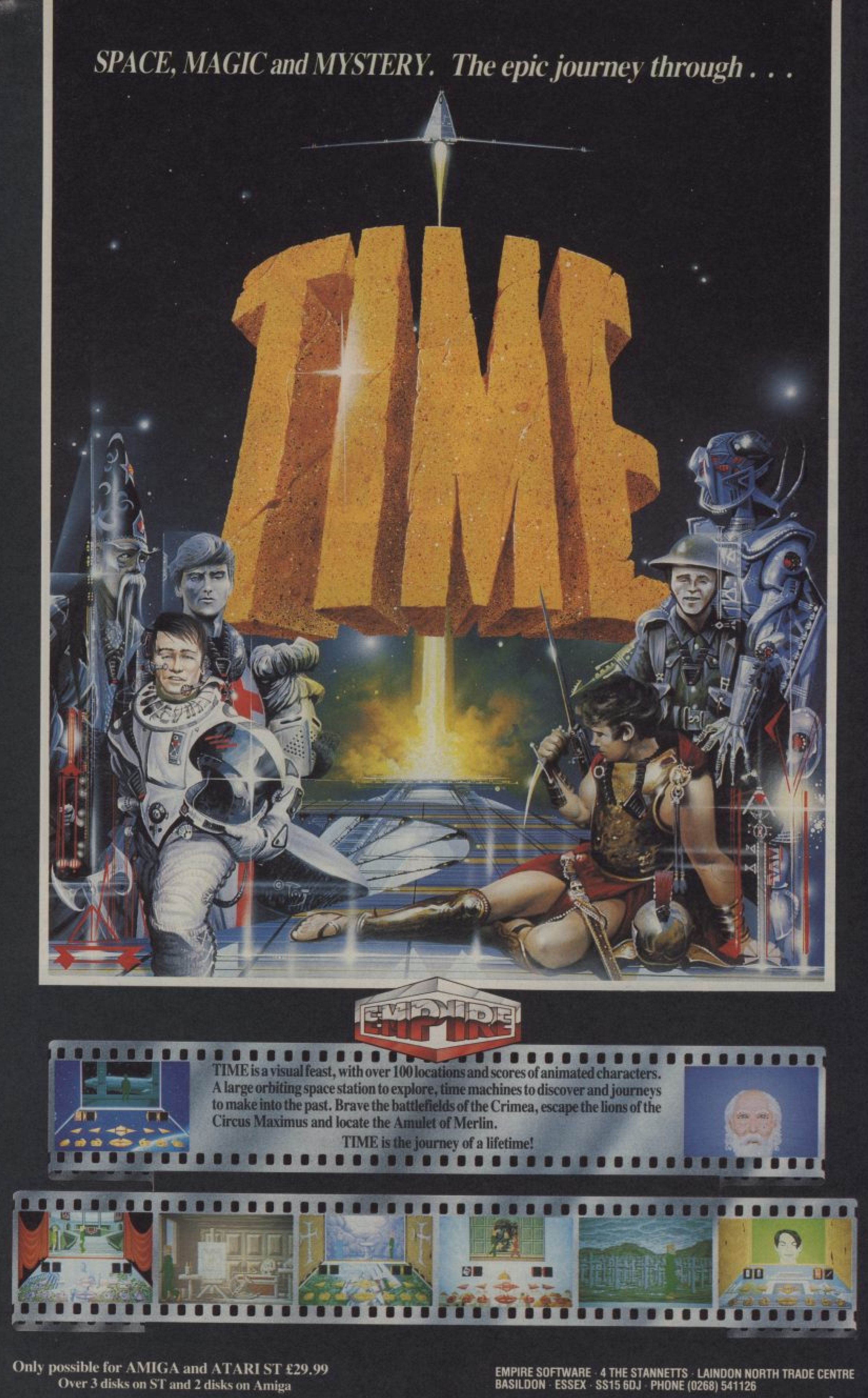
There you have it. It's a game which sports great graphics and sound and it's an accurate conversion. It's simply that the original arcade game wasn't too hot to start with.

Tony Dillon

Dynamite Dux
Activision
Price: £24.99

SOUND	**86%**
GRAPHICS	**83%**
PLAYABILITY	**65%**
LASTABILITY	**75%**

71%



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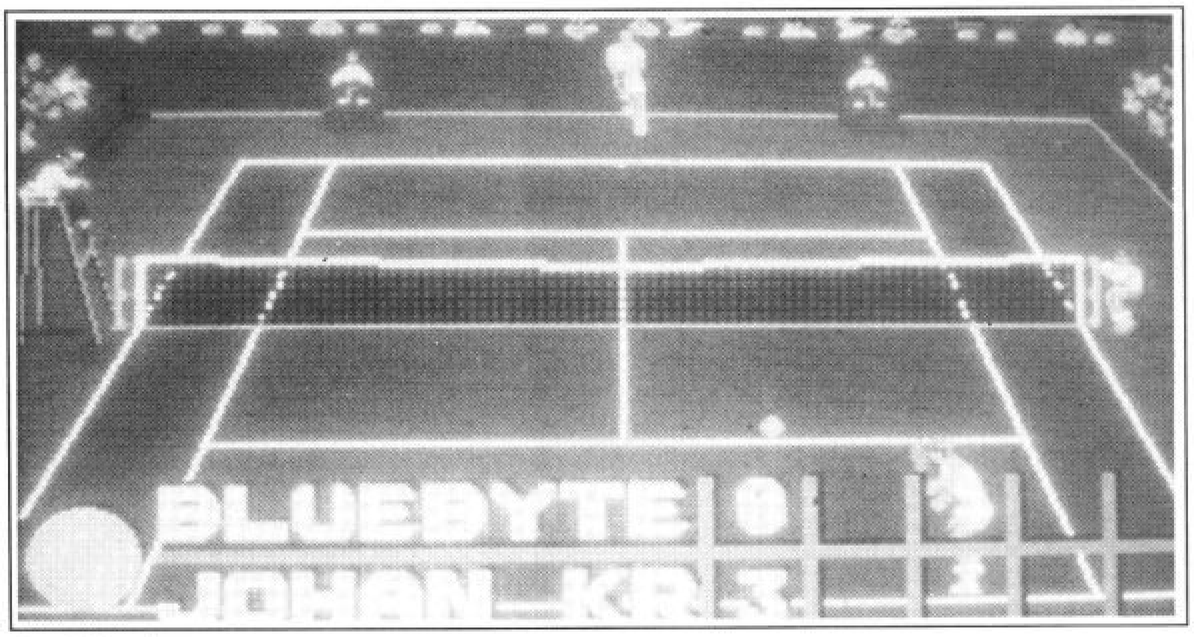
PRO TENNIS TOUR

I don't quite know what's happening this month that has sparked off this series of tennis game (two this month, including *Passing Shot*) but I do know that Wimbledon finished ages ago. A bit behind the times these programmer types.

Pro Tennis Tour takes the real rock and roll lifestyle of tennis, and sticks you slap bang in the middle of it. You are given a world ranking, and the idea is to improve your ranking by taking part in all the major tennis tournaments of the world against computer simulations of real players such as Ivan Lendl and Bert Becker (or is it Bob?). Obviously, the higher the player ranks, the better they are, and there are no priority restrictions on who you get to play, which is probably how I was unlucky enough to play Ivan Lendl (seeded No.1) in my first match.

Before you play each tournament, you are greeted with a lovely picture of a famous landmark from the host country (England has Tower Bridge, USA has the Statue Of Liberty etc). Then you are pitted in the first of the three sets you have to win to move onto the next round of the tournament.

The match itself is viewed from your end of the court, just like the service sequence from *Passing Shot*, only in this game the view stays that way. Service is a matter of tapping the fire button to lob the ball and moving a crosshair to decide in which direction you want the ball to go. After that, the only real control you have over hitting the ball is just pressing fire. Your player has swing fore or backhand depending on which side of the ball he's on. You can tell where your opponent is going to return the ball by a little cross that appears on the spot where you have to stand if you want to hit the ball back. This, you might think, makes the game a lot easier. You're right.



New balls, please.

The only real problem is that you can't move and swing at the same time. The bat takes an annoyingly long time to swing, which means that to stand a chance of returning the ball, you have to be on the spot a long time before the ball gets there — you've just got enough time in most situations. It makes the game annoying if your timing is out, and the fact is that a lot of the time your bat goes through the ball and it bounces between your legs. The ball, not the bat.

Graphics and sound are great. The animation of the character's is smooth and believable, and the spot FX are very clearly sampled. It's just a shame that the game they back up doesn't quite match. Almost but not quite. However, it's still great fun, and well worth checking out. I don't know whether I'd rather play this or sleep with Gady Sabatini!

Tony Dillon

Ubisoft
Price: £24.95

SOUND	81%
GRAPHICS	82%
PLAYABILITY	79%
LASTABILITY	75%

80%

APB

AMIGA

'The Amiga version will be as close to arcade perfect as possible', claim Domark, and let's hope they're right. From what we've seen from the ST version, *APB*'s 16-bit Commodore incarnation should be a whole lot better than what is offered here. At the time of going to press, the Amiga game was having improved samples sound added, the sprites were being redone using blitter and full-screen scrolling was being implemented.

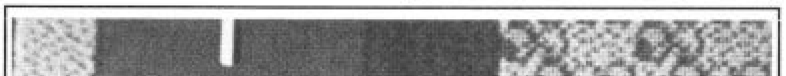
Oh the smell of the chase! The whine of the woo-woos! The scream of the pedestrians who stupidly stray into the path of your oncoming vehicle! *APB* had to be the first arcade game to accurately portray the US cop, driving like a lunatic and arresting as many innocent civilians as possible to get promotion quickly.

As a police officer you have certain duties to fulfil during your day's beat, and as you go along, you get more and more responsibility dumped upon your shoulders. On your first day, all you have to do is 'arrest' two traffic cones. On your second day you get to arrest litterbugs, and so the load increases. Also you are asked to help out when certain special criminals need arresting. You're the only cop on the streets during that particular shift.

Rather than the favoured eight way control, *APB* has 'rotate and push', which allows much more freedom of movement, but also takes a bit of getting used to. To arrest somebody, you have to place a token over them and hold down the fire button to flash the siren. The token appears in front of your car, and the faster you travel, the further in front of your car the token appears.

As you progress through the game, you can increase the capabilities of your cars by visiting such illegal locations as speed shops and armouries to buy physical enhancements such as better handling and higher speed capacity, as well as buying weapons to be used on some of the special cirminals later on.

Graphically it ain't bad. The city is large and quite well detailed, with lots of different locations to drive to, like the level crossing where it's all too easy to drive in front of an oncoming train. The game scrolls well in all directions and all sprites are clearly defined. Sound is good too, with a nice intro tune and in game FX, though it's a shame they had to lose the sound of your boss talking to you after each beat.



Book 'em Dannol

The real problem is the playability. The car is easy enough to move around, but the response time is slow and the collision detection is terrible. It's all too easy to try and overtake a vehicle and still end up hitting it, even though you gave it an incredibly wide berth. A vehicle can often turn onto you and there's no way of shaking it, meaning that it takes all your lives and loses you the game in a really frustrating way.

A nice game idea-poorly executed. A bit more of mom's love and care next time, perhaps?

Tony Dillon

Tengen
Price:
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SOUND	**80%**
GRAPHICS	**79%**
PLAYABILITY	**61%**
LASTABILITY	**60%**

64%



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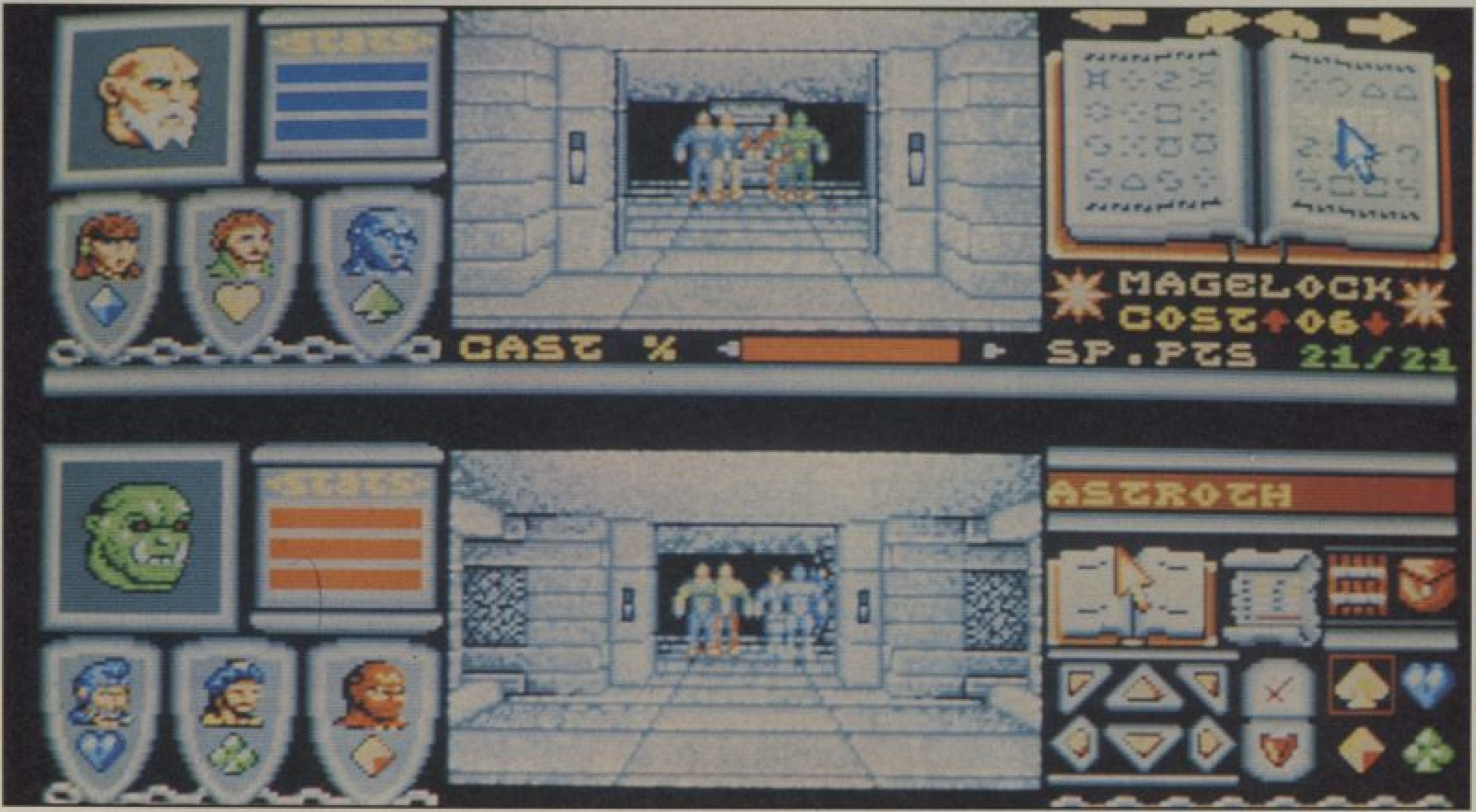
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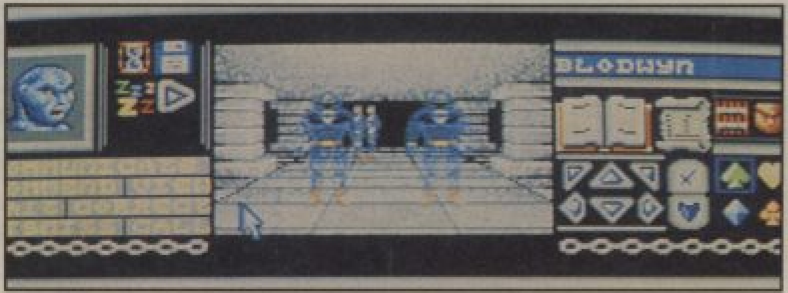
This is exactly what the games world has been crying out for, and is what A500 owners have been desperate to get their hands on for a long time. In short, a glimpse at the screenshots will tell you this, *Bloodwych* is a one or SIMULTANEOUS two-player Amiga version of *Dungeon Master.*

The Bloodwych are — or were — some of the most powerful beings in the universe. A group of immortal mages, they were all-powerful guardians until the world was taken over by a twisted entity called Zendick, who didn't hold with the Bloodwych's philanthropy. After spending many years studying the dark arts, he turned upon the Bloodwych and destroyed them. Using magical crystals, he summonsed the Lord of Chaos, whom he foolishly believed would allow him to recreate the world in the way he wanted.

Many years of great mourning have passed. Zendick has been in power for far too long. The immortal Bloodwych decides that the time has come to call Zendick to task. You, a Bloodwych, and three recruits, must travel through the concrete mazes of McGrane, battle the bad guys, solve all the puzzles and steal the crystals from Zendick.

The game looks like *DM* and plays like it, too. Controls consist of a pointer and lots of little icons. At the right hand side of the

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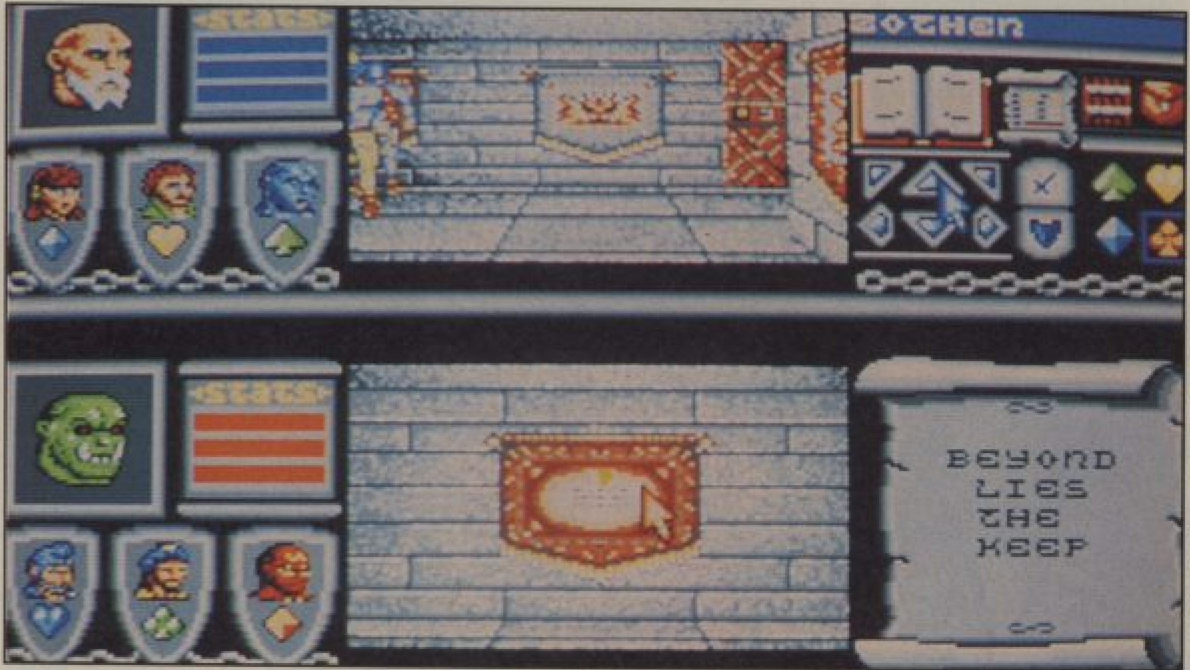


Here comes the big, blue beast.

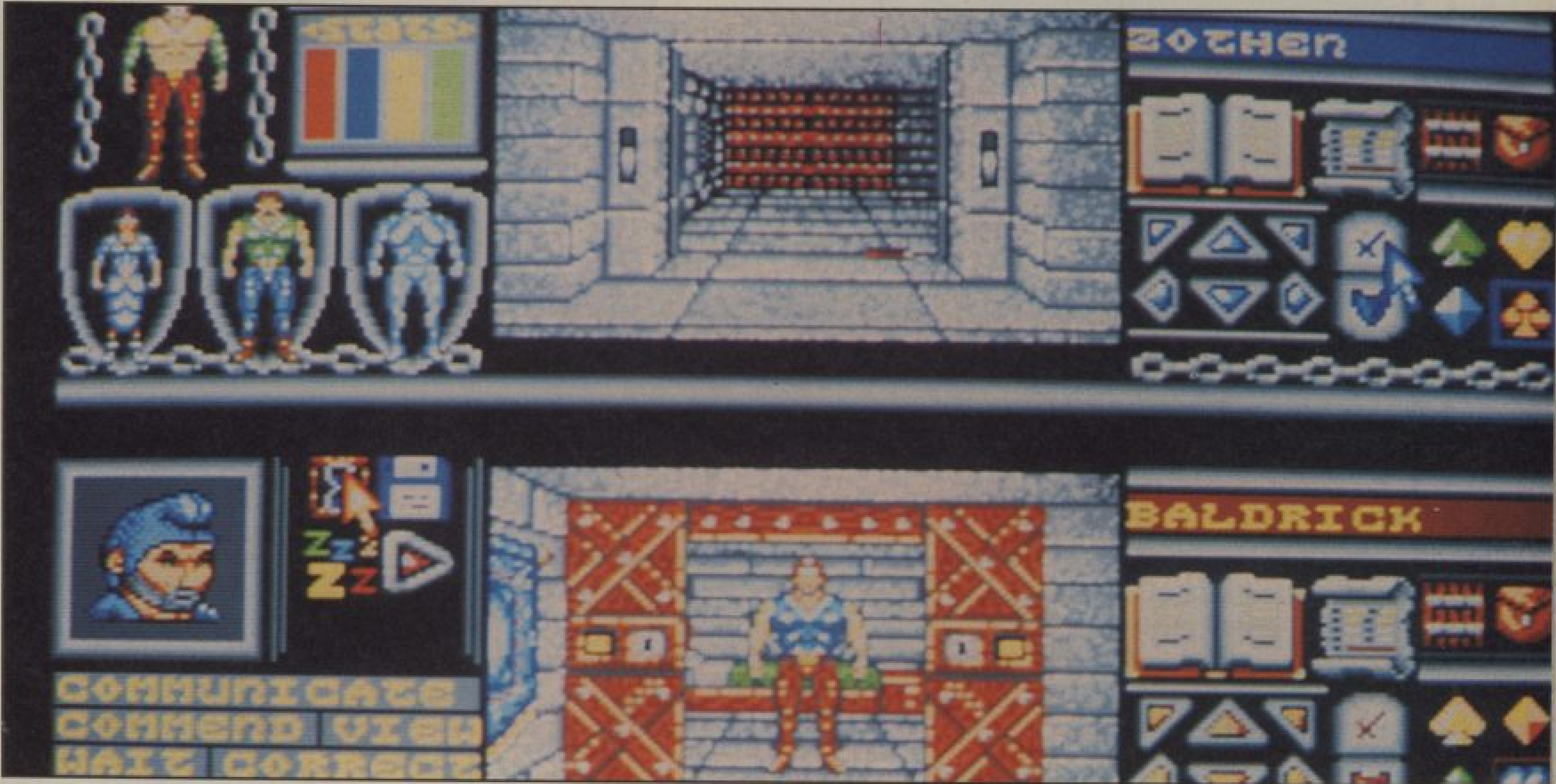


YCH

CU SCREEN STAR



Enter at your peril.



Open . . . Astaroth.

screen are all the controls for casting spells, opening doors and manipulating inventories. On the left hand side are pictorial representations of your party, plus a record of any battle damage that may have been incurred.

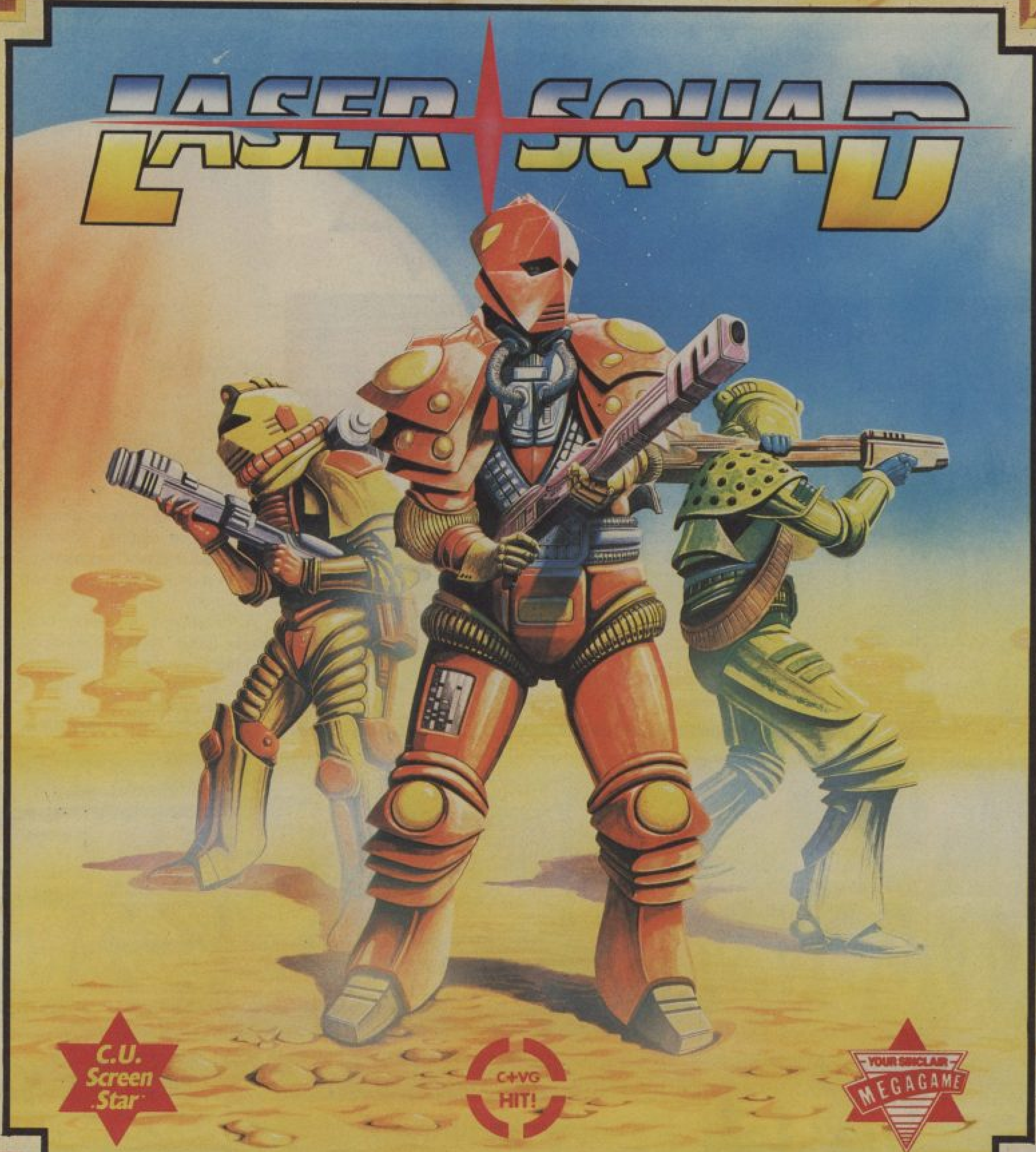
Bloodwych seems to be far more varied than *DM* ever was. The further you get into the game, the more depth you realise it has. One thing that has been salvaged from *DM* is its logical element. Every puzzle can be solved if thought out logically, which makes it much more fun than a trial and errory jobby.

A deep and involving one-player game. A deep, involving and highly competitive two-player game. A thumbs up deserved if ever there was.

Tony Dillen

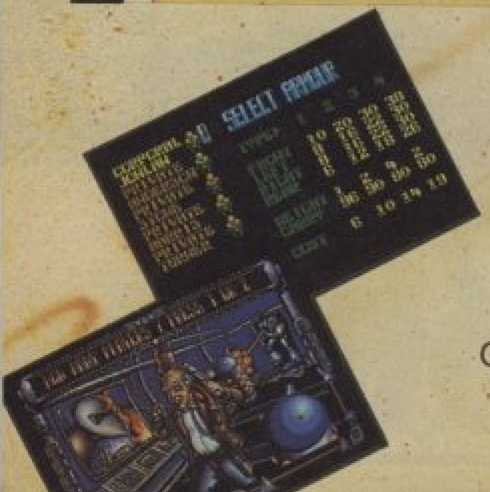
GRAPHICS	**86%**
SOUND	**78%**
PLAYABILITY	**87%**
LASTABILITY	**89%**

86%



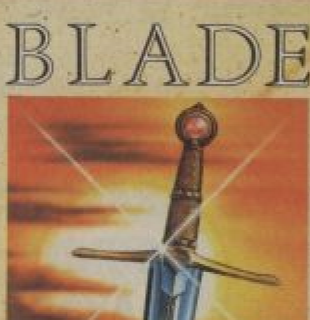
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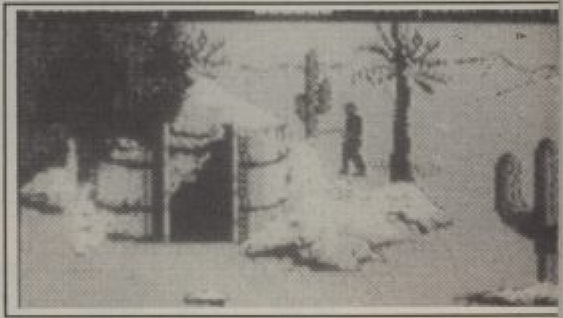
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TUSKER





Enter in and take your chance.

Here comes System 3's *Tusker*— a game which is all about elephants. More specifically, it's about getting yourself to the Elephant's Graveyard, where lies a whole stash of ivory worth mucho moolah.

What do you look like? Well, a bit rough actually, you're stubbly and hunched. Anyway, for the C64, *Tusker* comes in three-part multiload form and kicks off in the desert where you half expect someone to pop up with a Turkish Delight — but they don't. Instead, you get crazed Bedouins with swords and zombie-like tribesmen, anxious to chop you up for lunch. Luckily, you're a mean mutha but each time you're hit, you lose valuable points and a lot of blood. Because you're a colonial whitey, you also get to shoot lots of foreign-looking sprites.

System 3
Price:
£9.99 cass
£14.99 disk

As things hot up the weapons pile up. You're an ace explorer, so it comes as no surprise to learn that you can carry a whole lorry-load of weapons on yer tod. You've got the whole works — machete, pistol, sling, dagger — and can select one by highlighting a weapons box at the top of the screen. En route to the Elephant's Graveyard you'll need to pick up hip flasks and various magic charms to see you through to stages two and three.

Further into the game, there are a whole stack of horrors to confront you like the evil monsters of the marsh who suddenly leap out, do their damndest to send you into the next world and jut as quickly disappear; pogoing skulls and, a nice touch this, exotic idols which blub tears which could seriously damage your health. After this, its mainly lots of prehistoric monsters on the rampage or giant meat-eating plants.

I'd fit the graphics for *Tusker* way into the adequate category. The sprites are pretty but pretty average shaped, maybe even a little on the small size, and it's because of the size that they're so blocky. The backdrops are pretty enough, but they do get a bit repetitive.

A suitably jungley soundtrack plays throughout, with lots of bongo drums and Tarzan soundtrack noises, you know the sort of thing you get playing all the way



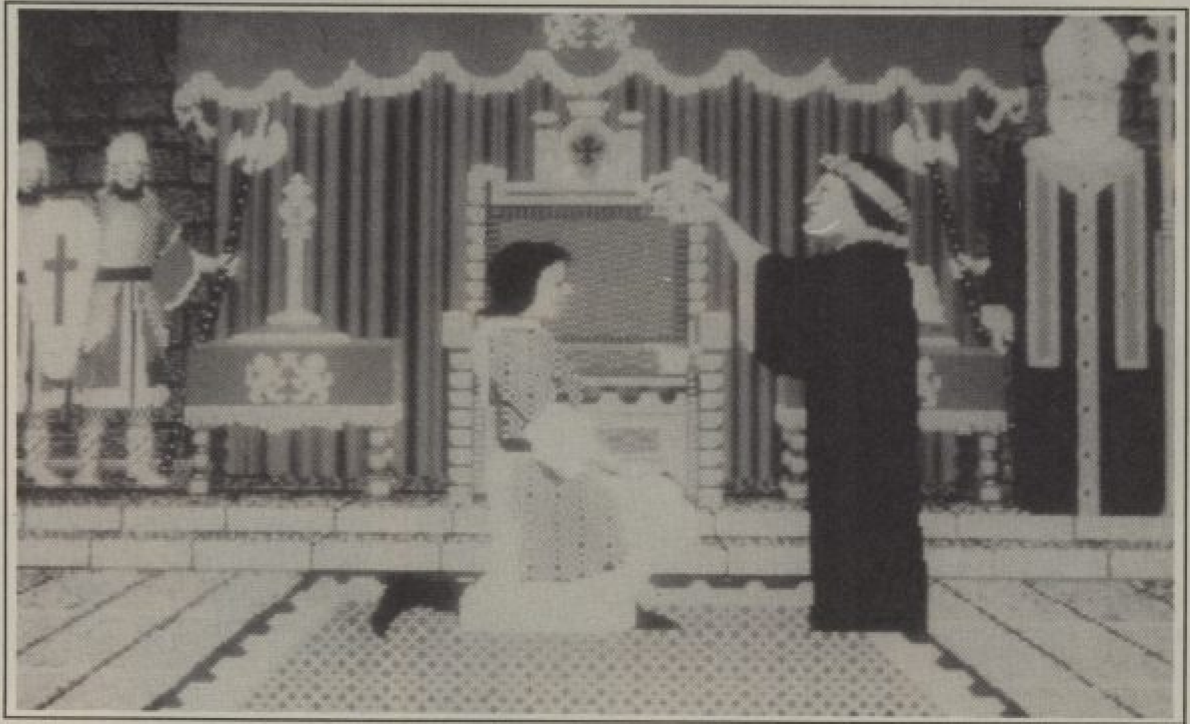
through "Carry On In The Jungle Oh No Matron". Spot FX here and there are added.

An enjoyable enough romp, but nothing really outstanding. Worth buying, but not worth queueing for.

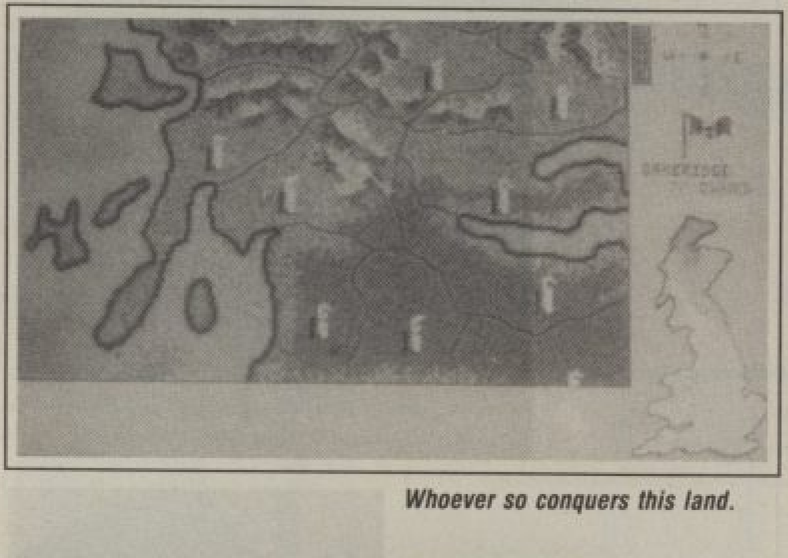
Tony Dillon

SOUND	**81%**
GRAPHICS	**73%**
PLAYABILITY	**74%**
LASTABILITY	**67%**

77%



KINGDOMS OF ENGLAND



Whoever so conquers this land.

Gainstar
Price: £24.95

Back in days of yore, when knight were bold and the ozone layer was a good deal healthier than it is now, Cinemaware released *Defender Of The Crown*. Cast your minds back to 1985 and you'll remember it as a nifty amalgam of strong graphics, ear-pleasin' sounds and eye-pleasin' action. Now Gainstar prepare to do battle in the medieval games market with *Kingdoms Of England* — complete with multi-player option and an allegedly complex gameplay — or is it? Unfortunately *Kingdoms of England* lacks most of the gloss that helped make *DOTC* such a roaring success. Gone are the giltzy interlude pictures, glamorous women and valiant sword fights. All in living breathing technicolour.

Kingdoms Of England sends you time-travelling back to 1421 and a time when England is divided into 63 conquerable provinces. Each area has a Tax value showing how much revenue the owner can collect and a Terrain value detailing how easy or hard the area is to traverse with an army. In addition, you are also told who owns the land you wish to conquer and how big an army he has. Blimey! That's not all. F'rinstance, prior to battle, you can travel to the local town and recruit more men, at a price, split your forces allowing you to attack on as many fronts as you choose and even build your own castle.

When you finally get down to business and are about to let fly with bows and arrows, *Kingdoms Of England* features a Quick Battle Mode which numerically decides the outcome of battle allowing you the options of surrendering or retreating. You also have some say in what the catapults are directed at. For fully-fledged battle you may move your troops and fire your catapults as you wish . . . if you don't the computer will sort something out for you. And that's about it. Conquer a set percentage of Britain without getting flattened. Every six months there's the intermediate archery tournament between the local barons which helps break the monotony.

The main conquest side of *Kingdoms* is nothing more than a small scale wargame, being rather adept in that field *(modest, eh? Ed)* I was finally proclaimed as King on my third go. Who says persistence doesn't pay off?

Graphically, *Kingdoms Of England* is a definite thumbs-aloft situation with carefully sketched colour maps, some very convincing castles and the archery competition will please the most jaded eyes. But it would have been nice to have more of game and less attention to the few frilly edges.

All in all, a right royal effort. All together now, three cheers for the King!

Mark Patterson

SOUND:	**78%**
GRAPHICS:	**85%**
LASTABILITY:	**59%**
PLAYABILITY:	**65%**

61%


DYNAMITE DüX
When little Lucy is stolen by the terrible Achacha her two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned .... these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!
But both BIN and PIN have simply *incredible* punches! When they land a punch ***KERPOW!*** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?
Just remember, Lucy needs you!
ATARI ST SCREENS SHOWN
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Shadowed by a mysterious Zeppelin

SHADOW OF

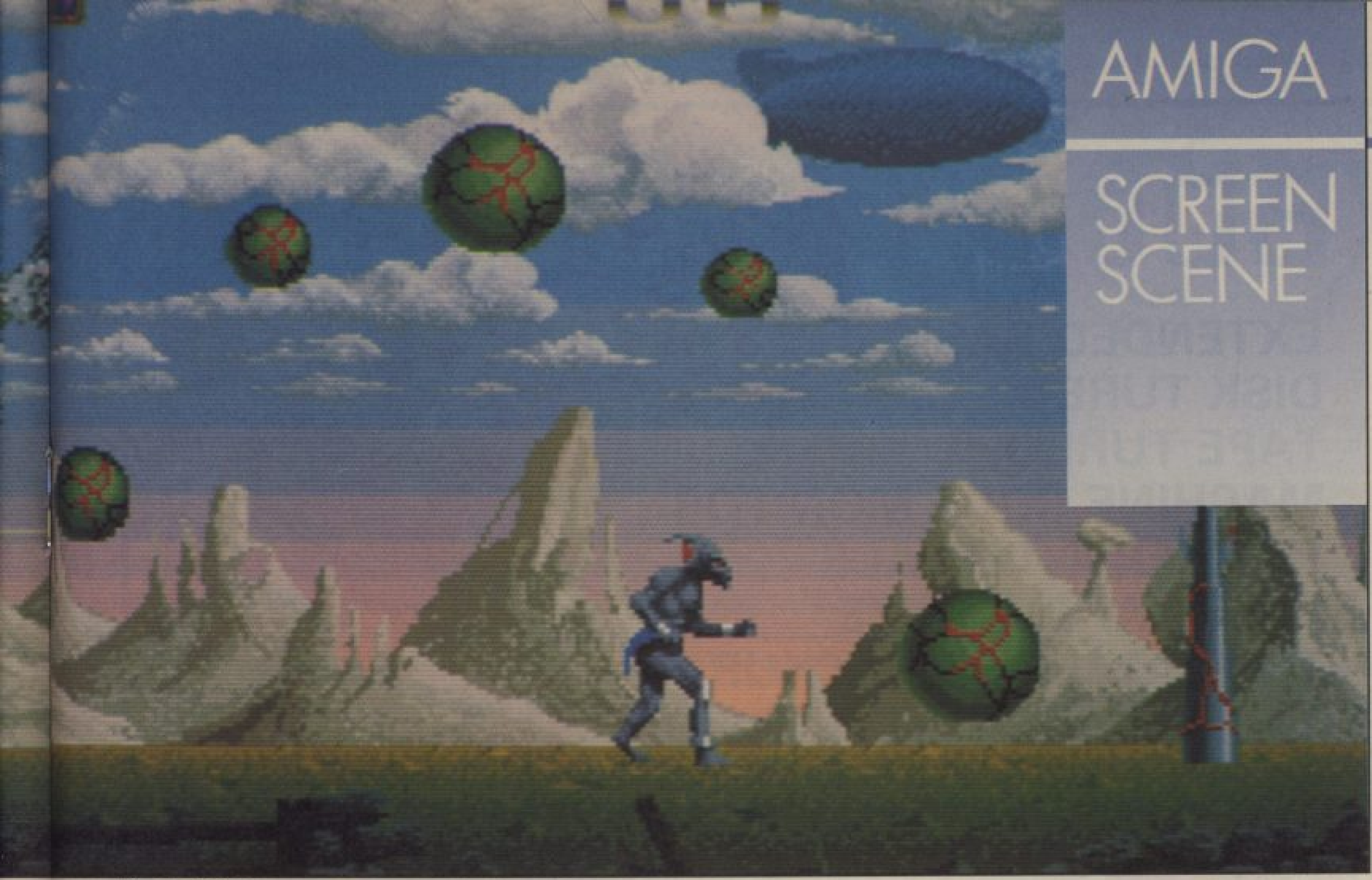
For something this low on hype, *Beast* has an above-average price. But with this big a package, it's not surprising they had to bump up the price a little. The box itself is a lot larger than usual, exactly twice the size of a usual Psyclapse box. In one side of the box you get the game and all the blurb, plus a poster of some ORIGINAL ROGER DEAN artwork. In the other side of the box you get an extra large full colour *Beast* T-Shirt, with yet another SPECIALLY COMMISIONED PIECE OF ROGER DEAN ARTWORK!!! I don't know about you, but, arguably, two whole original pieces of Roger Dean artwork for only £35 is pretty good going. But what about the game?

Everything about *Beast* is as lavish as it possibly could be. The plot isn't a plot, it's a novel. You were stolen from your parents by the evil lords, who then proceeded to make sacrifices of your entire village. Then, by using strange potions, they transformed you

Here come the spikey heads.



Psygnosis
Price: £34.99

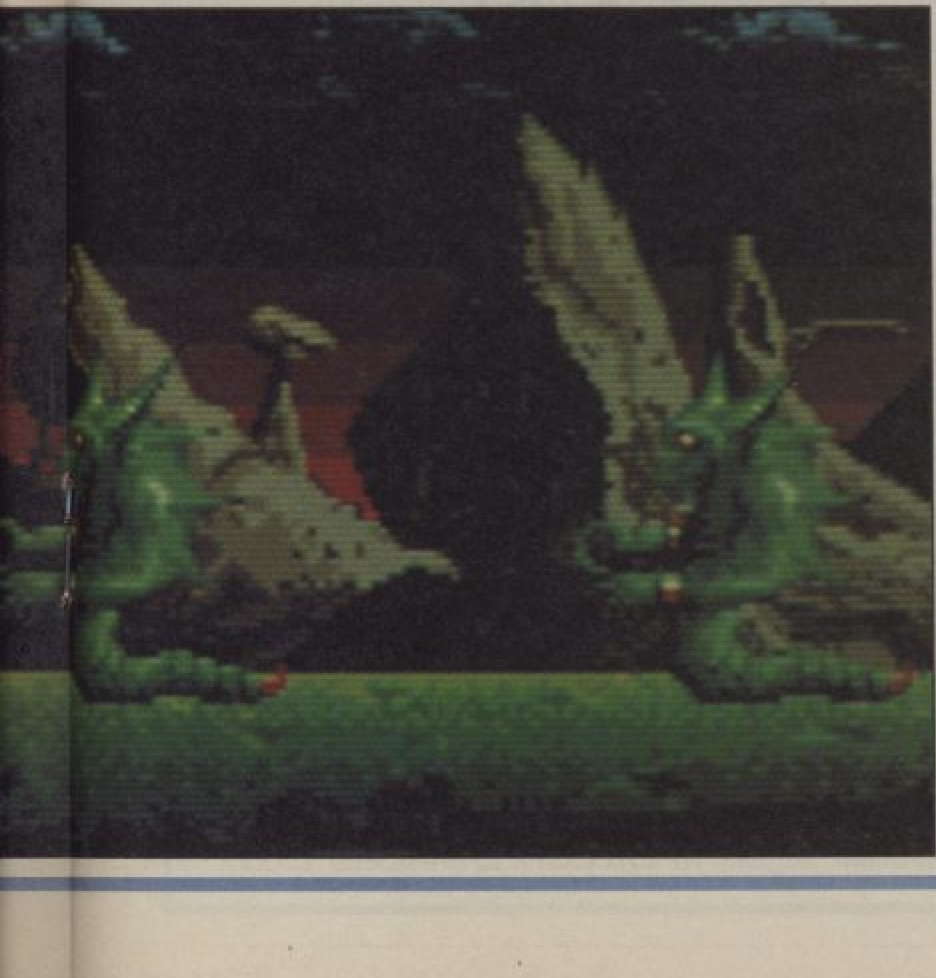


Time to kick ass.

F THE BEAST

from a normal human to a strange, disfigured creature, with incredibly enhanced speed and strength. They also wiped your mind, so that you wouldn't remember your parents. Or so they thought . . .

Slowly, you have remembered. And now you're out for a spot of revenge. This is where you, the player, take over. Race through over 350 scrolling screens of pure beat-'em-up action.



The graphics are lavish in every sense of the word. One thing that has been stressed time and time again is that the game was designed as an Amiga game, and so pushes the capabilities of the Amiga far more than a straightforward port would. For a start there are over 127 colours on screen at once, and on the outside scenes there are no less than 13 layers of perfect parallax, in both the ground and the sky. The sprites are large and gorgeously defined, but it's the backdrops and the incidental stills which steal the show. At last we have an Amiga product that's approaching what the Amiga is really capable of.

The sound is truly brilliant. Easily the best thing David Whitaker has ever written, over 900k of the stuff, and all of it sampled directly from a KORG M1 keyboard.

The only thing this game isn't amazingly lavish on is the gameplay. There just isn't enough variety. You can only move in four directions (use of ladders included) and the only move you can make is a punch left or a punch right. Now, being as this is a beat-em-up, this is a bit of a pity.

Shadow of the Beast has superb sound and graphics — perhaps the best ever on a game. What it is limited on, though, is gameplay. Nevertheless, a fantastic game. *Shadow of the Beast* may not be a name that will be on the lips of our tongues in five years time, but for the moment it sure seems stunning.

Mark Patterson

SOUND	**92%**
GRAPHICS	**94%**
PLAYABILITY	**78%**
LASTABILITY	**72%**

84%

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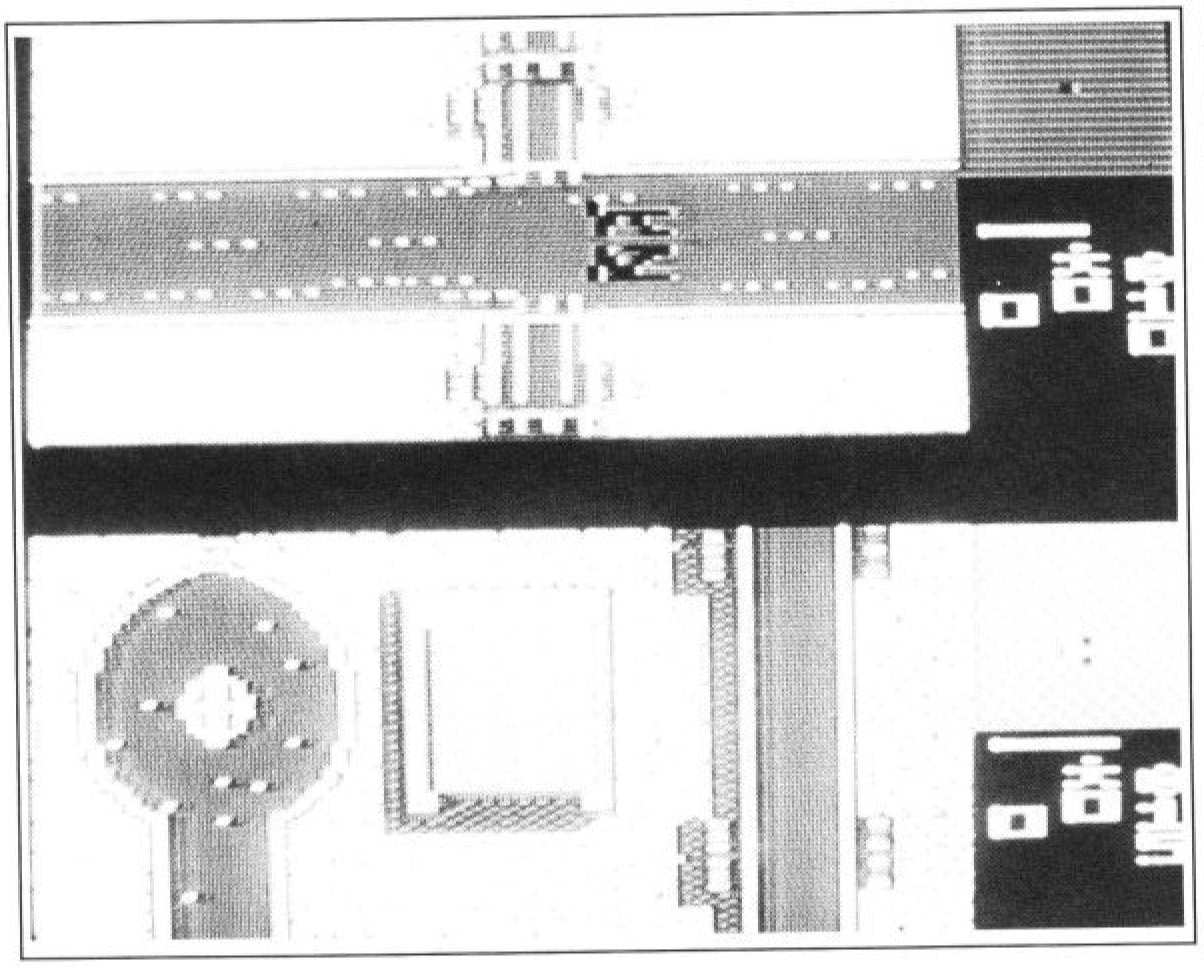
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FIRE POWER

Fire Power is militaristic. You take control of a tank and have to locate the enemy base, find the flag and return it to your home base. Your progress will be hindered by your opponent's helicopters and gun emplacements.

On the way you can rescue POW colleagues that have been captured and squelch enemy agents under your tank tracks. You can play against the computer or a friend. With the solo game, the playing area takes up most of the screen. All you have to do is find the flag and return home, watching out for mines, guns and helicopters on the way.

In the two player mode the playing area is split into two, each half showing one player's tank. In this mode look out for enemy flak and hazards. There's also a race involved: get your opponent's flag before he gets yours . . .

Fire Power is instantly playable. A truly excellent control system makes maneouvrability easy, and the simplistic nature of the game means that you can get straight into some serious warfare.

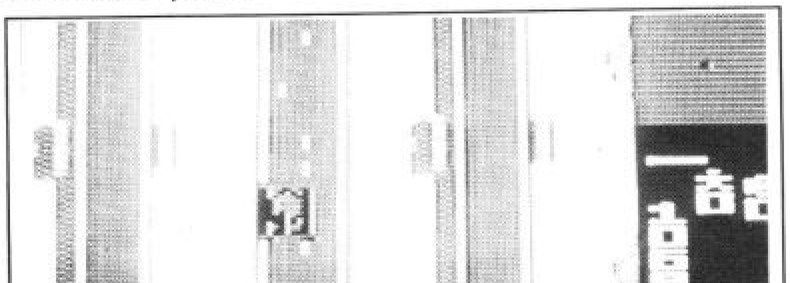
Sadly, the rest of the game doesn't match this standard. The graphics, apart from being somewhat limited, are simple and could have been greatly improved in all respects. The sound effects are alos unvaried; a dull throb that passes as the roar of the tank's engine, a few explosions — but very little else.

Each time you start a new game a map is randomly chosen by the computer. This helps add a touch of variety and to extend *Fire Power*'s appeal. But what really lets the game down is that it's just too difficult. Randomly placed mines often make your task impossible and you often find yourself unable to move because of a bug in the program.

All in all, a game with a lot of potential but very little of it is used.

Mark Mainwood

Grid-like and repetitive.



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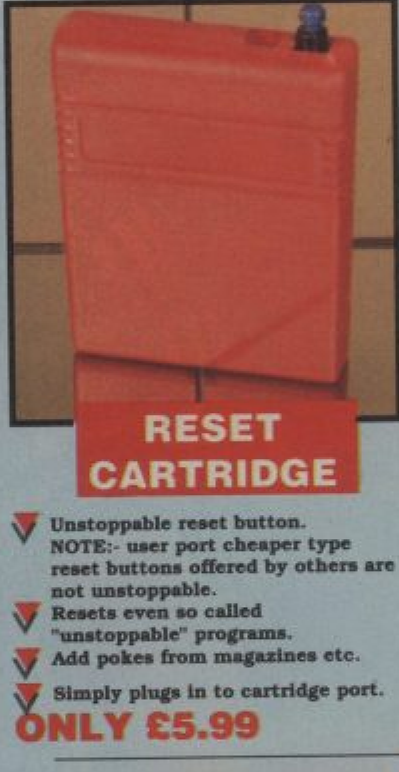
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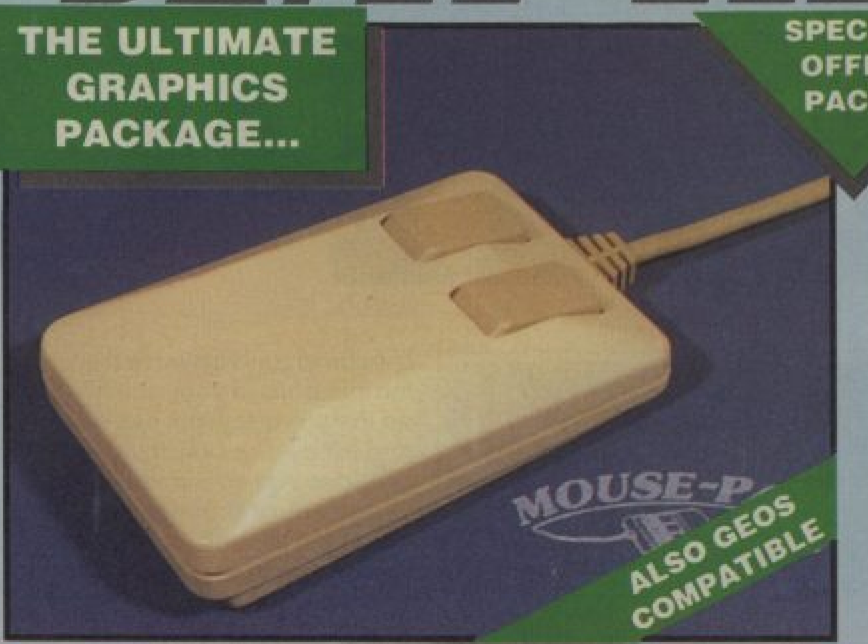
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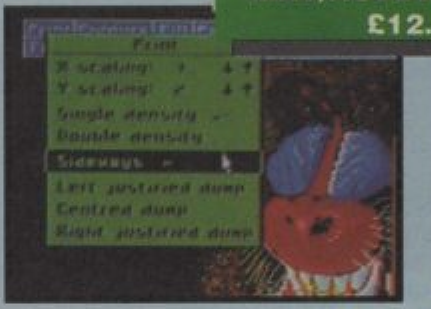


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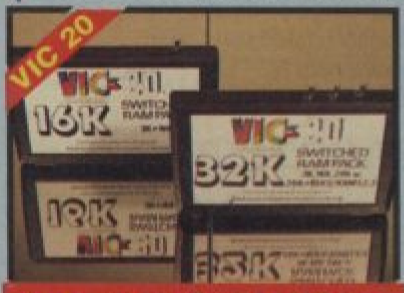
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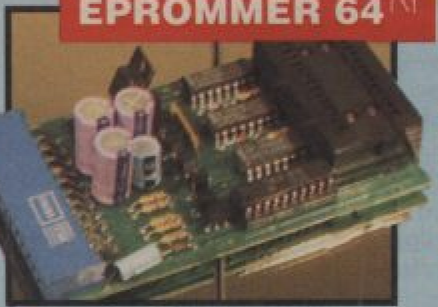
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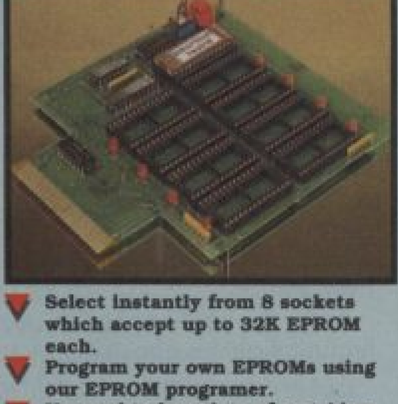
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CHEAPO ROUND-

Something of a disk special this month for cheapos, and only one new 64 release. Come on guys, let's see something other than re-released licences.

ALIEN SYNDROME

64

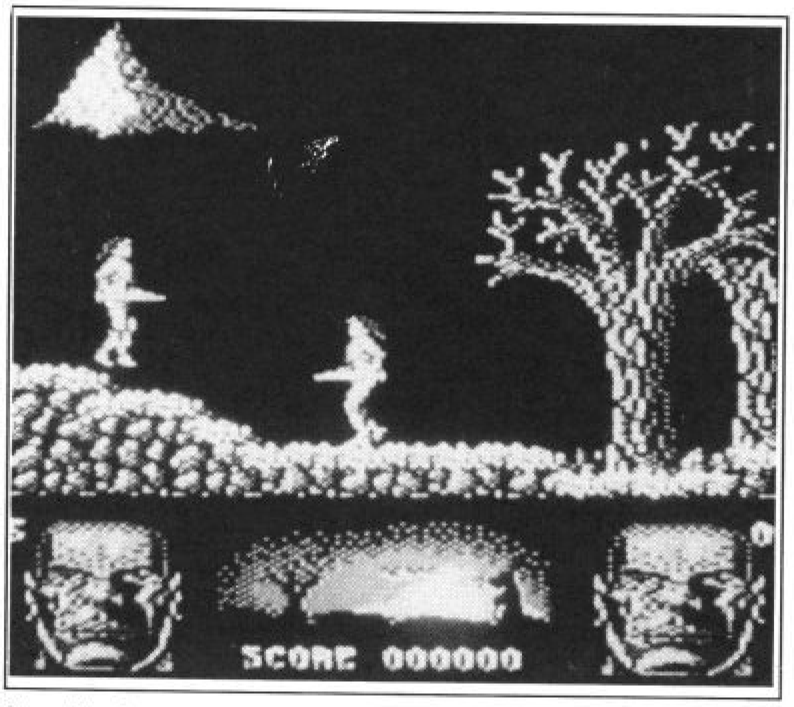
Rad

I remember an excited young Mark Patterson telling me about this a couple of years ago, and after seeing the coin op, I had to agree that it was a very, very good game. The Edge/Softek/ACE or whatever they were calling themselves at the time got the conversion, and a bloody good job of it they did too.

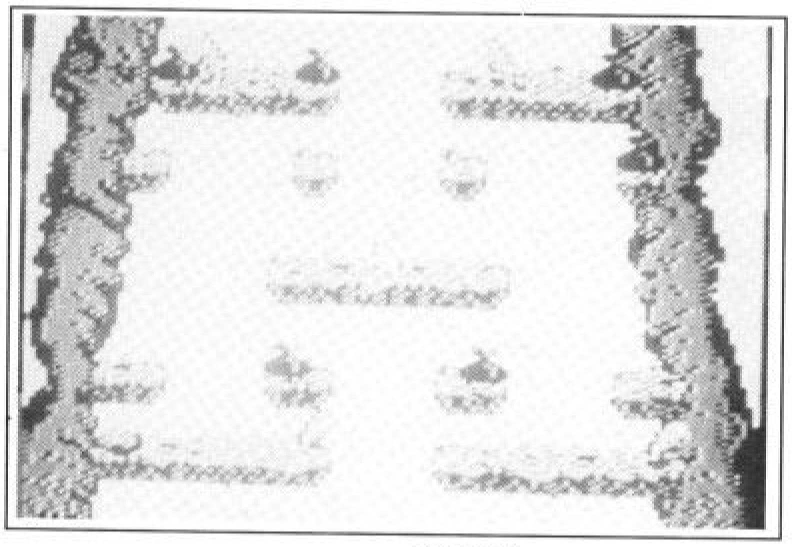
Gauntlet-like in presentation and game style, you and a friend were given the perilous task of ridding a space station of unusually shaped aliens. What sort of shape is unusual for an alien, you might ask. Well, these aliens are shaped exactly like poo poos!

The scrolling is smooth, as is the animation of all the characters. Some of the sprites are a little blocky, but the game as a whole most definitely has all the atmosphere of the original. The great spot FX help that along too. Great.

(80%)



Storm Warrior



Bomb Jack

STORM WARRIOR

64

Encore

These original budget games are becoming a bit of a rarity these days. We've got one of them this month, and even that's far from brilliant. You are the Storm Warrior, and you are the only hope of saving the world from a perpetual reign from evil.

Enter the castle of Satan himself, fight his ghostlike henchmen and traverse the terrible traps in your quest to rid the universe from evil once and for all. The only thing that can save you now is your sword skill, or so the plot says.

Funnily enough, I couldn't find any point at which I had to actually use skill. At all points, it seems to be just a matter of holding the joystick in a certain direction and let your on screen personage hack away constantly. Which, I might add, he does very smoothly.

Basically, *SW* is just a very dull Barbarian clone. I wouldn't waste the money on it. The only thing it really has in it's favour is the energy meter. At the bottom of the screen is a picture of a graveyard, and the more hits you take, the further along the graveyard the character of death walks. Still doesn't merit purchase, however.

(51%)

SABOTEUR II

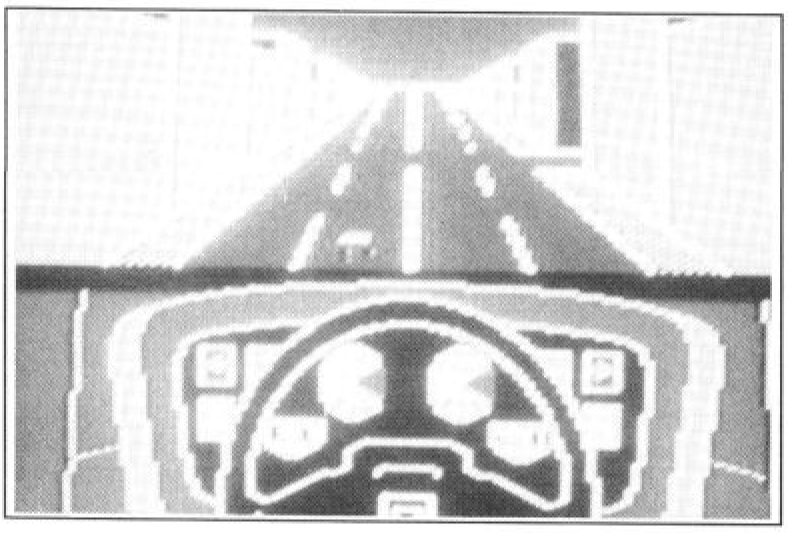
64

Encore

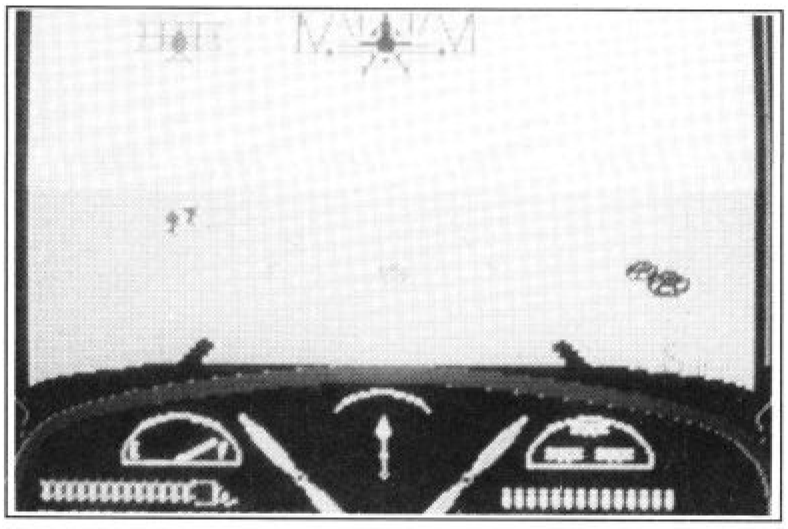
The original Saboteur has been killed by the evil forces of Sammyhagar, and the time is upon you to avenge his death. You are the sister of the Saboteur, and the mission you have before you is far far greater than the one of your deceased relative.

For a start, the map is much, much bigger, and much more of a maze. The bad guys are tougher, and there are more of them. However, dispatching of thugs and hitting dogs with bricks is all in a day's pay for a trained assasin, that family favourite, the Ninja.

Even though the map is huge, it's got enough variety to



Turbo Esprit



Deep Strike

keep it from getting samey. A map is essential, as there are more than one or two one-way situations, such as falling a great height. The sprites aren't the best animated ones in the world, and they are slightly smaller than the original's, but this doesn't spoil the game too much.

There's a lot there, and an absolute bargain at the price. Looks like it's cheapo of the month!

(81%)

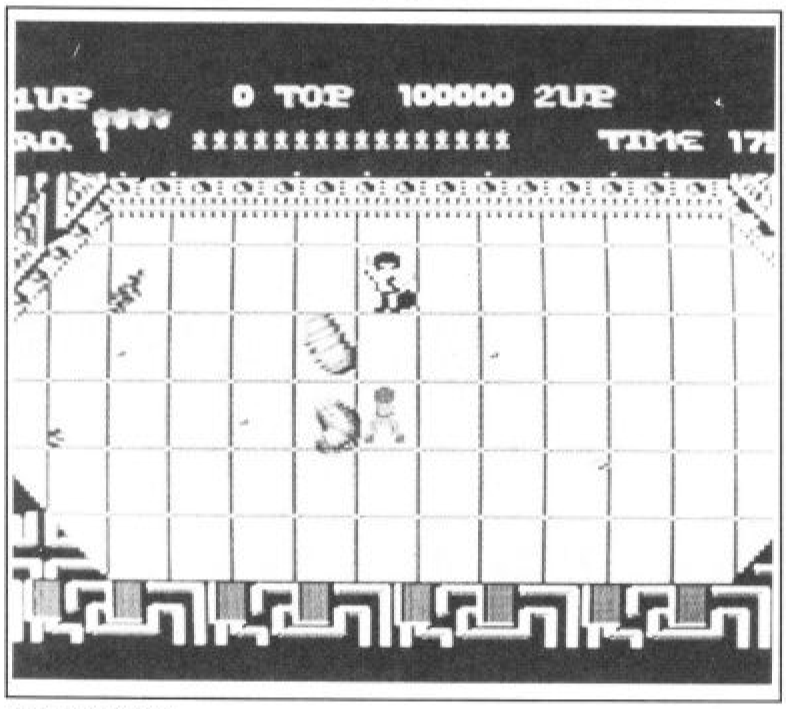
BOMBJACK 2

64

Encore

What I want to know, and could somebody please explain to me why *Bombjack 2*, the sequel to that amazingly popular chartbuster *Bombjack*, has the theme tune for *Thundercats* as its in game tune?

Aside from that little puzzler, however, I think it's only fair to say that *BJ2* is crap, pure and simple. The idea is the same as before, leap from platform to platform collecting all the pods on each level, only now you can fly. You can only leap straight up and straight down provided there is a platform directly above or below you. This is just a little bit restricting. The other real restriction is the fact that there are only two screens, one really easy, and



Alien Syndrome

the other amazingly difficult. This shows nothing more but poor design.

And that's a term that applies equally well to the graphics. Small and blocky, they carry none of the character of the original. Surely the 64 deserves better than this?

(35%)

DEEP STRIKE

64

Encore

Well, the idea's original. Fly a WW1 biplane, and use it to defend another WW1 biplane, which has been given the task of bombing the enemy. Fly through a crowded sky, full of barrage balloons, enemy fighters and flying bullets. Shoot the enemies with your chain-guns, but be careful not to hit the plane you're defending, else it'll plummet to earth, nothing but a mess of flames.

The only real problem with *Deep Strike* is that it originally was a dated Spectrum game. This might not seem so bad, but it still is a dated Spectrum game. The limited colour palette and jerky movement shows that. But it also plays very limited. After the first go, you do find yourself getting a little bored as you find less and less exciting do. A poor product, maybe it was strong at time of release, but then again that was a while ago.

(52%)

TURBO ESPRIT

64

Encore

Turbo Esprit has to have been one of the best games ever to appear on the Spectrum. The idea was truly original. Surely it could only benefit from the Commie's technically superior sound and graphics.

Or maybe not. *Turbo Esprit* seats you behind the wheel of the car of the title, and pits you as a drugs cop with a mission. There's a bust going down tonight, and it's your job to stop it. Use your computer controlled map and the constant datalink with base to keep track of the four pick up cars and the armoured car. Follow carefully and arrest each delivery car AFTER it's made its pick up by gently bumping one to a stop, and then go after the armoured car. But don't let them see you; they will flee the city, leaving you with egg on your face . . .

Or could that be a graphic, who can tell. The scrolling is unbelievably slow, the update is appaling, there's no sense of speed at all, response time is disgusting and basically it's a mess from start to finish. What went wrong?

(35%)

SOLDIER OF LIGHT

64

Rad

Soldier of Light, or *Xain'd Sleena* as it's known in it's native Japanese, had to have had the most unusual graphics system ever. Cut out paintings moved smoothly around over glorious backdrops, the only problem being that they looked like they were just stuck on, not being any part of the backdrop.

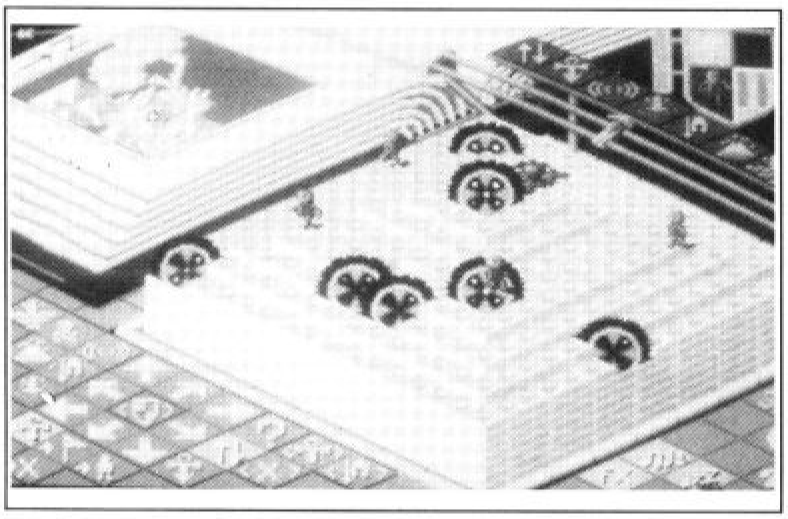
This has flickery sprites, loads of blocky graphics and amost no playability. The sound is the only thing that's recognisable from the coin op. An abomination upon release and a true bastardisation of what was a fun coin op.

(41%)

UP

CU UPDATE

More divine intervention, gothic Faery tales, Ninjas and tennis to boot. Who says CU is variety shy? It wasn't the vicar that's for sure. Most of them highly rated, there are games here for everyone.



POPULOUS — THE PROMISED LANDS

Electronics Arts
AMIGA

Hiding away in the back of the mind of yer average *Populous* player is the thought, "I've conquered this universe and been pronounced invincible, but it just isn't enough. I need more people, more power, more land. . .". Here's your chance. The promised lands: Block Word, Lego land, Lego people and very Legoey death. Silly Land, where you improve your score by destroying buildings; Wild West Land, with its cowboys and Indians; the French Revolution complete with guillotines, and Bit Land — your user friendly computer world. All this for a tenner? Blimey vicar!

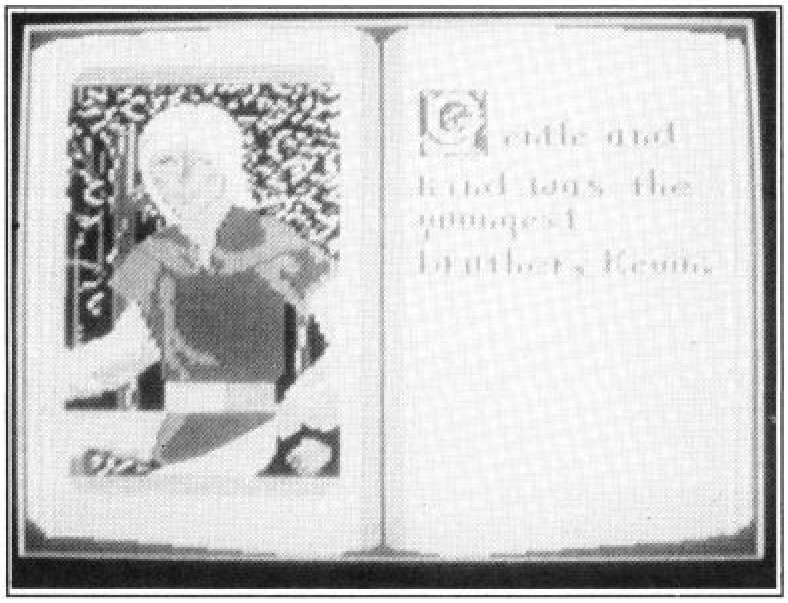
An excellent good value package with all the thrills, spills, tears, bloodshed and creation of the original, portrayed in a slightly more light-humoured way. A definite purchase for anybody who bought and enjoyed the original *Populous.*

90%

FAERY TALE

Micro Illusions
64/AMIGA

Some of you may not be old enough to remember when this one came out. I know I'm not. Of course, now it's a bit cheaper. *Faery Tale* cost almost 50 quid first time around — but in all honesty, I think I can safely say it was

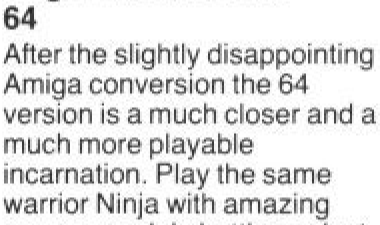


worth it. And now, at the mere ship of £19.95 it's a must.

Faery Tale is packaged with all the usual garb, and so an arcade adventure of this sort should be. And what an arcade adventure it is. Eightway scrolling, with a map size of 100 screens by 140 screens, it proved so big even Mark 'I can finish that' Patterson had difficulty completing it. The only thing I can think of to even rival it would be *Times Of Lore*, and if you've seen *TOL*, let me tell you that *Faery Tale* is every bit as good.

Obviously the graphics on the 64 version aren't quite as highly detailed or as distinctive as those on the Amiga; but that doesn't stop it from being a highly playable and involving romp. I love it to bits, and it looks like I'm going to love it for quite a while yet.

(64) 79%
(Amiga) 87%



SHINOBI

Virgin Mastertronic
64

After the slightly disappointing Amiga conversion the 64 version is a much closer and a much more playable incarnation. Play the same warrior Ninja with amazing powers, and do battle against some evil lord and his minions.

The scrolling is pixel smooth, and so it should be, for wasn't the 64 designed to scroll? The sprites are very well-defined, as are the backdrops, and together they easily capture the spirit of the arcade game. The sound's all there too, minus the in-game tune, but it is a 64.

Jumping between levels is activated by holding down the fire button and pressing up. Easy enough, except your Ninja doesn't jump until you centre the joystick; quite often it just doesn't work, and in a position when timing is crucial, this does slow you down a bit. If they could just correct that little playability bug, it would be a better conversion.

76%

PASSING SHOT

Imageworks
AMIGA

Passing Shot claims on the packaging to be "the most accurate simulation . . . to appear." As far as I'm concerned that's a contravention under the Trades Description Act. Sega's arcade game had a major design fault in that it transfers the view rapidly from a straight on, observer's position to an overhead one. Imageworks conversion takes the problem from bad to worse by making the screen scroll back so slowly that when it reveals the back of the court it's far too late to move your player if he's out of position.

In short this is an unmitigated disaster. The ball loops high into the air, not unlike that diet Coke advert doing the rounds, and then fails to bounce at all.

Realism is nowhere to be found. Sound is completely incompetent and it has a set of garish colours the LTA would ban for contravening the rules of good taste.

If you're after a great sim, *World Tennis* on the PC Engine has to be seen to be believed. It's probably the best sport simulation yet created for a home computer. A hundred and seventy-five pounds for a console and a copy of the game might seem like poor value for money, but it can't be any more outrageous than this.

56%



ST SCREEN SHOTS

Terry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstables such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

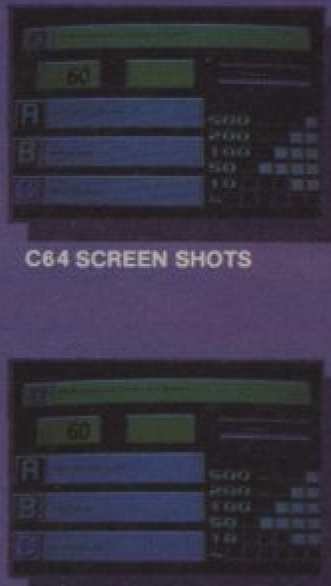
Included in the game are hidden bonus levels, extra lives to gain, and objects to find to increase time.

Very compulsive arcade gameplay.

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SHADES





C64 SCREEN SHOTS

Trivia – a one player general knowledge trivia game based on the customary pub-style arcade games. There are a whole range of questions from art and literature to leisure, sport and entertainment and all are 3 option multiple choice.

With humour, 2 excellent soundtracks, colourful graphics and a fast pace that will ensure you are continually kept "on the ball", Trivia is the ideal game for all the family and who knows.... you might even learn something.

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Shades

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Some days you just can't get very far into a game. Keith Campbell, as ever, is here to help. News, clues, readers' hints . . . Keith's been toiling over a hot mail bag for this month's Valley helpline.

PERSONAL NIGHTMARE

Horrorsoft's new game seems to be popular in the Netherlands. But Dennis Janssen, from Amsterdam, is stuck in the game and even found difficulty in seeking help from Valley Rescue! "I really don't know what to ask, because I don't know what I have to do next . . ." he writes. Dennis has already achieved a great deal, including a rewarding visit to Ivy Cottage which is more than can be said of Coos Willemsen, from Zutphen, who is out of ideas. Everywhere Coos goes after dark, he gets strangled.

Well, folks, it's just one of those games in which you have to be at different places at the same time, so a good deal of trial and error and replaying is involved. Meanwhile, Coos and Dennis would do well to get hold of the key to the Registrar's office . . .

DEJA VU 2

Back to Dennis again. He can't shake off the drunken hobo who grabs his legs when he tries to enter a building.

FISH

Paul Godden of Farncombe is fishing for clues. He has climbed through the trapdoor in the research wing in his quest for a Photon Bridge. But how on earth will he get back down again?

Paul has another problem, this time with Infocom's *Sherlock*. He cannot pass the denkeeper. He has asked for Akbar, and uttered the password 'swordfish', but he still can't get through. What is he doing wrong?

LEISURE SUIT LARRY

There's a very tricky sequence on top of a volcano towards the end of *Leisure Suit Larry 2*. Chris Kendall from Newport, is sure he is on the right track in trying to make an explosive device; but he keeps getting a messsage that the 'room is not suitable'. A number of other readers have received this message, which is quite misleading. The tricky bit is that, before the correct command will work, Larry must be positioned in exactly the right spot near the crevice. Clumsy, eh?

TIMES OF LORE

Thanks to N. Rossel, from Tegelen in Holland, for coming to the rescue of Mohd Hafiz, who was doing battle with a Grey Abbot back in July. This problem in *Times Of Lore* is not solved with the help of the chime, as Mohd thought, but by using the sphere in the bed upstairs. "A quick way to finish the game," says Mr Rossel, "is to go to the temple, go upstairs, get the sphere, and use it on the Grey Abbot, right at the very beginning of the game!".

LEGEND OF THE SWORD

This one is an adventure packed with problems, and, some fifteen months after its release, I have yet to hear of anyone completing the game. One of the many non-finishers is Klaus Conrad, from Malta, who is trying to kill the worm, can't put out the fire in the shack, wants to enter the cell in the trolls' cavern, and keeps getting shot when he tries to take a boat from the lake. Can anyone help?

POOL OF RADIANCE

Fergaz Daly sent in some help for Michael Birch, but now he needs some help himself. Fergaz has killed what he thinks is a false Thyranthaxus, but has a feeling that it was the wrong thing to do! Was it?

ZAK McKRACKEN

What lengths must one go to in order to pick up a cushion on a plane, Tom Mes wondered, and Marshall Mobley, from Southfield, Michigan, explains. Block the sink with paper from the toilet, turn on the tap, and press the call button. Then quickly go to the front of the plane and microwave the egg. Return to your seat, and when the stewardess remarks on the mess the egg has made, you will be able to pick up the cushion! Meanwhile, Marshall is stuck on Mars, with a key that crumbles to dust when he touches it. The girl says, "I wonder if there is a

INTO THE VAL

locksmith around?". "What the hell is that supposed to mean?" asks Marshall.

REBEL PLANET

And finally, "How do you fix the scooter?" asks Steven Chamberlain, who is playing *Rebel Planet* in the Rhondda. This is probably the most evil problem ever perpetrated in an adventure game, and I'm going to be as evil as author Stef Ufnowski, and refuse to tell you the answer!

If you wish to complain about this, or write to me with your adventure problems, you'll find me at The Valley, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you again next month.

COMMENT

There's both good news and bad this month for Amiga-owning Sierra fans, with the news of releases during the next six months. *King's Quest IV* is due in mid November (review next month) and a new *Manhunter* adventure, this time set in San Francisco, is promised for late November. Bad news is that Amiga *Leisure Suit Larry 3*, out on IBM format in mid November, and on Atari ST in late December, does not at present feature on the schedule which runs through to the end of next March.

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, then do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from as many people affected as possible.

I have undertaken to pass on to Allan the details of all such CU and C+VG readers. So if you are out of pocket send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to The Valley. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress! Now, what have you got to say for yourselves this month?

★ Having owned a Commodore 64 for some years, it was with great pleasure I read my first CU magazine the other day. I was particularly impressed with the adventure column compared to some other mags.

How about some interviews with Infocom or other adventure companies? Keep up the good work!

David Fletcher,
Cannock.

Campbell's Comment: Alas, it seems Infocom has ceased to be. Details from Activision are very vague, and there is a possibility that more Infocom games may be produced on an out-of-house basis. Meanwhile, we still have some fresh titles to puzzle over . . . or do we?

★ I've purchased *Zork Zero* and *Arthur*, two Infocom games with the new on-screen hint feature. Well, I've never finished an adventure in less time. I've never liked hintsheets or this on-screen stuff with complete solutions, because I can't stop looking at them. Please, Infocom, no more adventures with on-screen hints.

Coos Willemsen,
Zutphen, Netherlands.

Campbell's Comment: Where's your willpower, Coos? But I know what you mean, they're THERE, aren't they? Talking about hints . . .

★ Ha! You were wrong! When I first started writing to you I was always getting stuck in *Seabase Delta* on my clapped out 64. Well, one time I asked you if the table near the beginning was a red herring, because every time I approached it I'd skid right past it. You told me it was. I've since discovered that you have to wear the flippers to get at it.

There's an old joke still doing the rounds down here: Grow your own dope — plant a Pom!

Mark Barnes,
Zillmere,
Queensland.
P.S. Sorry about the cricket old chap.

Campbell's Comment: Ashes to ashes, cobblers to cobbers . . . Sorry about the rugby sport.

ADVENTURE CLUES

JOURNEY:

Say TAG-LA BRAN-AGRITH to the elf woman.

DEADLINE:

Wait until George goes through the secret door, and give him time to open the safe before pushing the button in the library.

POLICE QUEST:

Dial 0 for a taxi for Sweet Cheeks Marie.

POOLS OF RADIANCE:

Help the bishop with his tunnel. Head for the twisty corridor with the door at the end. The password can be found on Dwarvish runes, and inside are some pipes that must be destroyed.

INGRID'S BACK:

Blow up the steamroller by putting the loaf of bread down the chimney when it is unmanned.

To cause the crew to leave the steamroller, was diversionary tactics at Soggybottom.

REBEL PLANET:

Insert disk into phone in vandalised booth to reveal the correct manhole cover. On Halmuris ask for a Zoddi Special.

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INTO THE

VALLEY



SPACE QUEST 3
THE PIRATES OF PESTULON

Activision/
Sierra On-Line
Amiga
Price: £24.99

Come the end of October, Roger Wilco will be back in action again, with the Amiga release of Sierra's *Space Quest III*. After his recent brush with Sludge Vohaul, Roger manages to cobble together a spacecraft from bits and pieces in the space breakers' yard and is soon heading at light speed for the planet Phleebhut.

A desert planet of sand and rock, Phleebhut is a tourist attraction in the form of a giant statue, if only you can reach it. Nestling between its huge feet is the World 'o Wonders gift shop, run by a sleazy blue alien who drives a hard bargain. Try to sell him something, and the game enters 'Haggle Mode'; you'll need to pitch your price about right to keep up his interest until you can extract enough cash for your needs.

And cash you will surely need, for you're bound to want to stop off at the Monolith Burger Bar — a space station in the form of a giant hamburger — a sort of Happy Eater for hungry light-speed travellers. Here you can get refreshment that can only loosely be termed 'food', a disappointment made up for only by a game or two on the whackiest arcade machine ever: Astro Chicken!

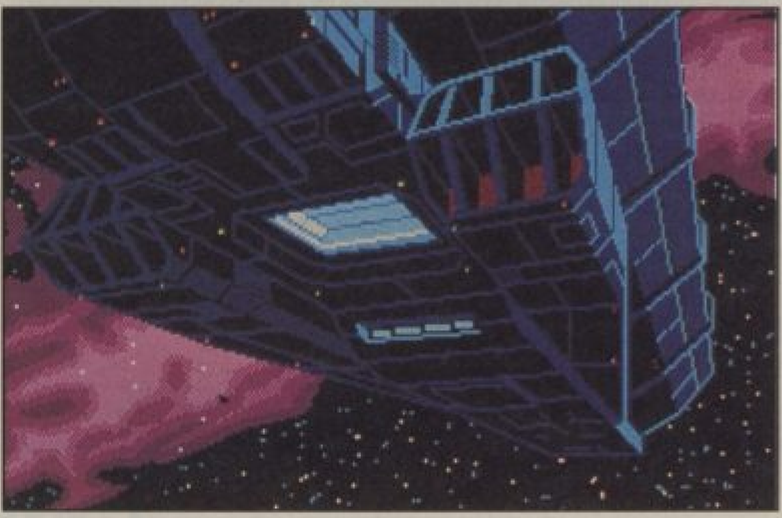
Not an easy game mind you, you have to soft-land a plummetting chicken on a landing pad, controlling the degree of its wing flapping to vary speed and direction of plummet. And the control keys do some fairly wild things!

By the time this innocent little diversion has been successfully concluded, you'll have discovered that the two guys from Andromeda are in trouble, and that you must penetrate the not-inconsiderable defences of Pestulon to rescue them from the clutches of Scumsoft. So next it's off in search of the source of those defences and to render them useless, across some very tricky, unstable rock formations that are likely to fall away from under you, on yet another planet.

Once on Pestulon, your earlier brush with The Terminator (who is under orders to rub you out for non-payment for a whistle in *Space Quest II*) will have proved its worth, for it should have yielded the means for penetrating into the very heart of the Scumsoft empire. Before long, disguised as a janitor, you are negotiating a maze of cost-effective accountants, in a bid to reach the two imprisoned Guys.

By now you are nearing a stupendous climax featuring a gladiatorial contest of Battle Mechs, a spectacular shoot 'em up in space, as you attempt to escape Pestulon with the Two Guys.

Here's a game with plenty of excitement, and humour too. If you enjoyed *SQ1* and *SQ2*, then you'll love *SQ3*. It's undoubtedly the best *Space Quest* yet.

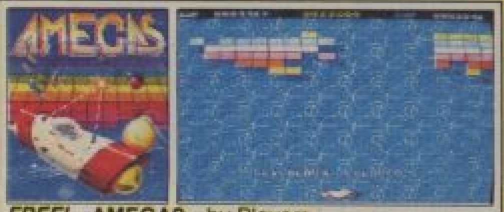


Look to the stars.

GRAPHICS:	**91%**
PLAYABILITY:	**78%**
PUZZLEABILITY:	**67%**

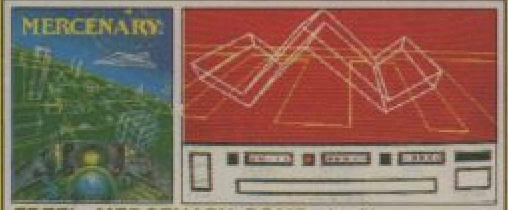
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Dragonware
Amiga
Price: £24.95





OOZE

With the death of Uncle Cheez, Carfax Abbey, the seat of the Burger family, passed into the hands of Ham. That's you. And now, as you stand in front of the eerie and delapidated building you start wondering about 'the accident' that befell your uncle.

The abbey is apparently deserted, save for a red translucent figure standing on the stairway. It hurls a ball of fire at you as you enter, and promptly disappears. Cobwebs adorn the ceilings, and dust covers the furnishings, undisturbed by the inhabitants — a handful of friendly ghosts!

There's Ludus, Lacelot, Zom Bee, and Marie EnToilet, to name but a few. They all live in dread of the Master Of Evil, Ooze, who has claimed a large part of the old building for himself. And if Ooze discovers there is a human on the premises, both you and the ghosts will suffer. You decide to help the ghosts, and put paid to Ooze forever . . .

Ooze is a text adventure, with graphics and sound, from German software house Dragonware. A lively title tune introduces the game, and suitable sound effects are provided for ghostly laughter, creaking doors, and the suchlike.

As for the graphics, (it had to happen sooner or later) the system is identical to that pioneered by Magnetic Scrolls, with the roller blind effect. That is not to say that the pictures themselves are a patch on the magnificent Scrolls' artwork, but they are not too bad. They slide up and down as you move from one location to another, and can be left 'parked' in any position during play by use of the right mouse button.

The screen boasts no pull-down menus at the top, often used in modern systems as short cuts for special commands such as SAVE and LOAD, although most of the common system commands, such as PRINTER, are available when typed as text input. Notably absent is a TEXTSIZE option, a major omission, for reading 80 column white on black text is a fairly eye-straining affair if you're using a TV set.

The rooms are described in great detail, but the descriptions tend to be badly organised, making it difficult to determine the exits and objects at a glance, which is particularly frustrating when returning to a location. Mixed up in these descriptions is an occasional piece of action commentary. I often found myself having to type L immediately, to clarify the room details.

Commentary is in the first person, and although somewhat reminiscent of Rod Pike's adventures, it fails to convey the same depth of atmosphere and feeling. In contrast to this, messages in response to invalid commands are humorous and slightly insulting. With a quirky parser such as this (one which tends to misinterpret the verb and instead display a description of the noun or the room) a smart-arse message to invalid commands is never very welcome.

What is welcome is a text adventure from a new source, and after what I've said, it is not a bad game. You'll certainly enjoy it if a light-hearted haunted house thriller appeals to you.

GRAPHICS:	**77%**
SOUND:	**73%**
PUZZLEABILITY:	**62%**

72%

CU LETTERS

Engine driver

I'd like to add my thoughts to the PC Engine debate. I would just like to say that the Amiga is technically better than the Engine. The Amiga has more than eight times its colour capacity and a whole hoard of custom chips. The Amiga has eight channel sound to the Engine's six channel sound. It is true, though, that the Engine has slightly better sprite-handling than the Amiga. I would like to see the Engine running *Blood Money*. The colour would be nowhere as good as the Amigas and everything wouldn't move as smoothly on screen. The intro-sequence would also fall by the way side. My advice is: get an Amiga — not a P.C. Engine.

Dave Goodwin,
Barnsley, South Yorkshire.

The price is wrong

Why is it that a price difference sometimes exists between Atari ST and Amiga versions of the same piece of software.

A good recent example that springs to mind is Activision's *Wicked*, which is to be priced at £24.99 for the Amiga and £19.99 for the ST. Also, Ocean unvariably charges Amiga owners £5 more than ST owners for the same game.

If *all* software companies charged Amiga owners more than ST owners, then perhaps I might view the circumstance with less hostility. I may even view with sympathy small software companies with low outputs who have to charge the extra in order to make ends meet. But I find it unforgiveable that a huge company like Ocean will exploit Amiga owners as they do. Their argument, I believe, is that there aren't as many Amiga owners as ST owners and therefore it is necessary to charge higher prices for the Amiga version in order to obtain the same revenue from Amiga sales as from ST sales. This obviously holds no water as few other firms see the necessity for price differences.

Also I might add that I myself am constantly put off from buying Ocean products for my Amiga because of their, in my opinion, unjustifiably high prices. It seems that Ocean are actually making the Amiga market for their products smaller because of their very pricing policy.

I am frankly surprised that Commodore permit software houses such as Ocean to continue distinguishing between STs and Amigas in terms of software prices, since this provides an extra incentive for financially constrained computer buyers to turn to STs rather than Amigas!

John Archer,
Ashbourne,
Derbyshire.

Commodore have no control over the individual pricing policy of software houses. Turn to the feature for an in depth answer!

Celebrity

You must be commended for your July cover and the 'Dark Knights' article. The Arcades section is brill, but I think you should have another celebrity playing a game, like the Tony Cottee interview. How about it Mike?

Anon,
Garston, Watford,
Herts.

Tony seems to have a bit of spare time on his hands at the moment, but we'll give it a try. Next month Salman Rushdie reviews **Persian Gulf Inferno.**

Over there

A friend from England recently mailed me a copy of your May 1989 edition of CU magazine. He knew that I am also an avid Amiga user, and he wanted me to compare your magazine with the ones available in Canada. He felt that a North American computer magazine would be superior to anything available in the UK and wanted me to confirm or deny it. I would like to reply to him, and your readers, through your letters column.

CU rates better than any C-64/Amiga games magazine that I have seen in this country. The articles, although written a little tongue in cheek at times, are concise and in depth. The accompanying photographs in the articles are both numerous and large. I counted 35 major reviews, and many more brief game descriptions in the CU issue. Compare that to the five I saw in my former favourite from the US. Two of which didn't have any photos, with a third having one of the game box cover (in black and white).

CU's rating system is simple and easily understood. The magazine is unique in consistently judging a programs "lastability". I have bought several games in the past with rave reviews only to retire them to the dusty shelf in the corner.

The Play to Win section of CU is another feature that I love. Other magazines give you hints, but this is the first time I have seen such detail on how to survive or succeed in specific games.

To conclude, CU magazine has shown me what our magazines should be like. The people of the UK have nothing to fear. CU magazine is on the cutting edge of computer gaming.

Simon Parkinson,
Canada.

What can we say — except that we didn't write this ourselves, honest!

Please send your letters to CU, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. There's free software for each letter published. Please specify format/drive.



HELPLINE

RESPONSES

GUILD OF THIEVES

"The way to open the Opaque Case is by collecting the four coloured dice in the adjacent rooms. Return to the room which has the Opaque Case in it. Examine the case and you should find four coloured slots. Roll each of the coloured dice until they have the number five on the top face. When one die has five on top put it in its correct slot. When all four dice have the number five on the top face and are in their correct slots, the Opaque Case will pop open to reveal the plastic die. I hope this will help the enquirer with his/her problem.

"I also have an enquiry about *Myth* by Magnetic Scrolls. How do I put the poison on the Forbidden Fruit so the lamb will eat it and allow me to sacrifice it?

I have a second problem to do with *Myth*. How do you keep the portals open long enough for you to go through?

I hope you can help as I'm struggling."

Iain Rawson, Leeds.

SUPER HANG ON

1) type in 750J on the highscore table after you have the best score on the current continent.

2) The characters entered should turn into "....".

3) The cheat mode is now installed.

4) To access the cheat mode screen press the control, left alternate, Z and T while the attract screen turns from the credits screen to the options screen.

5) The cheat mode screen appears when you let go of the T and you will be asked to enter the new coefficients for the turns using the numeric keypad.

6) Once this has been completed it cannot be undone, so it is worth noting the settings begin at 60 for outer turns and 45 for inner.

7) After this procedure your bike now gains a machine gun. It is activated by pressing the Amiga key. The bullets can be used for obliterating your opponants and roadside obstacles, but not checkpoints and goal gates.

Hao-Yin Tsang, Oxford.

Thanks, as ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

SHADOW GATE

"To get past the bridge there are a couple of things to do.

"In the hallway get the special torch with two rings on it. Don't light it. In the corner of the hallway there is a particular white stone. Open this one. You can now go to a chamber. Use the torch on the left and a secret passageway will be revealed. Cross the stone bridge. Light the torch with the two rings and use it near the wraith. Now you can get a cloak. Wear it to get past the bridge, but first use the ice crystal at the fire.

"Say "EPOR" to the rope; there's also a secret passageway in the wall. Behind the waterfall is a passage, there's also some useful stones lying around. They are to be used with the sling to defeat the Cyclops.

"I've also a question about *Guild of Thieves*. When you are in the bank. How can I get into the office. Where do I use the anticube and the plastic dice.

Bernd Veldhims, Netherlands.

MANIAC MANSION

After the evil meteor has been taken away by the police, you take Dave. Let him pick up the badge in the prison. Enter the lab and give the badge to the purple tentacle and it will go away. Open the door and enter the next room. Unlock the door with the credit card (the credit card is in the hamster cage in Weird Eds room). Use the suit and turn off the switch.

Jon Butselaan, Holland.

TARGET RENEGADE

"This is in response to Adam Buriak's enquriy **E6**. This poke will give infinite lives as well as stopping the clock."

```
5 REM HACKED BY EOIN WATERS
10 FOR X = 2592 TO 2626: READ Y: POKE X,Y: A = A+Y
20 NEXT X
30 IF A <> 3875 THEN PRINT "ERROR IN DATA" : END
40 SYS 2592
50 DATA 32, 44, 247, 160, 17, 185, 49, 10, 153, 74
60 DATA 3, 136, 208, 247, 56, 76, 108, 254, 169, 0
70 DATA 141, 133, 135, 96, 72, 152, 72, 32, 75, 3
80 DATA 169, 173, 141, 121, 141
```

Eoin Waters, Ireland.

ENQUIRIES

PRISON

"I am writing to you to obtain some hints, tips or even a poke or two for a game. The first is called *Prison* on the AMIGA. I need help on how to cross the big hole to get to the railway, I've tried to use the plank but it's still too long to jump, also could you give me a poke for infinite lives.

Marcos A. Moro, Sydney. **Ref H1.**

DRAGON NINJA

Help! I recently purchased *Dragon Ninja* (Amiga Version) and am having great problems with it. Not only is it more or less impossible to jump, but I can't get pass the end of level baddy on level 4. Please does anyone have a listing for infinite lives or have some helpful tips on how to defeat the level 4 guardian as I can only ever get a couple of hits in on him, unless I have a pair of numchuckas, and even then I can't defeat him. Can anybody help me, PLEASE!!!"

J. M. Bryden, Surrey. **Ref H2.**

RIGEL'S REVENGE

"Please could you help me, I recently bought *Rigel's Revenge* Budget (Bulldog) game for the C64, but I can't get anywhere at all. I ask for help and it tells you to write to a computer magazine helpline and give it some well needed publicity. I only want to know

PLAY TO WIN

how to get started. I would be grateful for any help."
Adam Francis,
Port Talbot. **Ref H7.**

ROCKET RANGER

"On *Rocket Ranger* for the Amiga I have found it practically impossible to get passed the German guards. If anybody has a poke for infinite energy when fighting the German guards, or a poke to get straight to the moon, PLEASE! PLEASE! write into CU Helpline."
Christophe Deville,
Richmond. **Ref H3.**

MANIC MINERS

"I am one of CU's newest readers, and am very impressed with your magazine so far. I would REALLY like to find out the solution to get infinte lives on *Manic Miner.*

I have a 64 (cassette) machine. This was the first game I purchased. PLEASE HELP ME!!
Abigail Stead,
Doncaster. **Ref H4.**

COBRA FORCE

"I've just bought this game for my Commodore 64 and I'm having trouble getting through the second level, so any poke's for infinite lives or weapons would be appreciated."
Stephen Morse,
Bournemouth. **Ref H5.**

POPEYE

"Please help me. On the game *Popeye* I cannot hop onto the Flying Saucer as instructed. I have tried everything and it must be impossible so could someone please help me, I have a C64."
Martin Wain,
Farnborough. **Ref H6.**

SAMURAI WARRIOR

I play *Samurai Warrior* but it's very hard. It's a brilliant game with lovely graphics, but please can you help me through the game.

PS, on *Last Ninja 2* how do you jump on the helicopter on the 4th level. I keep getting killed.
J. Scarlett,
Leicester. **Ref H8.**

RAMBO

Please could someone help me. I am an owner of a 64 and I need help in *Rambo, First Blood Part II.* I can find the helicopter after releasing the prisoner but after landing in the camp I can't find the prisoners. I have walked around but with no luck. I would appreciate a poke for infinite energy and I would like to know where the prisoners are also.

I also know a cheat for *Platoon,* 64 version. In the tunnel system it says go to the start of side B and press fire. Instead just press fire and it loads the jungle section. Please help.
Paul Harrison,
Sutton Coldfield. **Ref H9.**

INTERCEPTOR

I am a lone *FA/18* rookie who needs urgent air assistance with *Interceptor* on my Amiga. I cannot complete mission six, no matter what methods I use I cannot sink the submergable aircraft carrier. I have tried everything, even kamikaze runs. There must be somebody who can help me with some tips, etc, it would be gratefully appreciated.
Perry Wardle,
Heanor. **Ref H10.**

ROLLING THUNDER

I hope you can help me with my problem. No matter how hard I try, I cannot get past the fire part on level four of *Rolling Thunder* on my Amiga.

Can anyone help me with an invulnerability poke?

Also, has anyone got an infinite energy poke for *Operation Wolf* because even with the weapons pokes, I still can't get past level two.
Hugh O'Donnell,
Galway,
Ireland. **Ref H11.**

JACK THE NIPPER II

Hello, Commodore User. I live in the Netherlands, and I have a CBM 64. I have a game called *Jack The Nipper II.* But what is your mission? The parachute is very helpful, but how can you get it? So please can you help me with this. Keep up the good work.
Marc Pleysier,
Holland. **Ref H12.**

QUEST FOR THE GOLDEN EGGCUP

I own a cassette driven C64 and I'm having awful problems with *Quest For The Golden Eggcup.* Could someone please, please help me get into the Temple of Doom.
Shane Whelan,
Co. Wexford. **Ref H13.**

WANTED MONTY

Although I have a stack of the latest games I still remain a firm fan of Gremlin's *Monty Mole,* and own the trilogy of games.

However since upgrading from a C64 to a C128 (and very soon to an Amiga) I have been unable to get through the original Monty Mole game *Wanted Monty.*

Please does anyone have any pokes which I can use to enable the game to once again be enjoyed by yours truly?
R. Walker,
Dudley. **Ref H14.**

SPEEDBALL

Any help whatsoever with Amiga *Speedball* would be appreciated a lot.
Simon Liu,
Morden, Surrey. **Ref H15.**

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting an Amiga or 64 game (specify drive).

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

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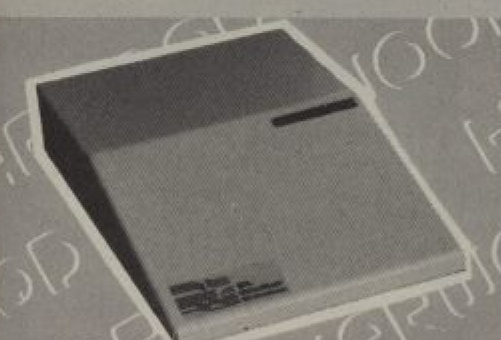
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The real-life oil industry is a world of board meetings, accountancy and the endless writing and sending of documents. Not so in the fictional world of Oil Imperium. Not only do you get to drill and do paperwork, but in Reline's award winning game you get the chance to hire the famous fire fighter Ted Redhair (!!) and — here's the juicy bit — a whole team of saboteurs to wreak havoc on your business rivals. Giving you hints and tips and generally dishing the dirt this month are Reline's programmers themselves.

To succeed at this game calls for a mixture of guile, gamble and strategic thinking.

There are two ways to play *Oil Imperium*. Play safe or take risks. Start by playing safe and take risks later.

In the first month you should buy only three or four expert reports. Then after having bought a tank for your oil, set out to purchase two oilfields side by side. It involves losing time, but in the end you'll find out which oilfields are worth buying. If you want to play risky, buy your oilfield without the aid of an expert report. This way you'll save money and time — and that will stand you in good stead later in the game. It's a rule of thumb always to start off modestly, keeping your costs *sensibly* low but trying to keep your profits as high as possible.



Before you start the game, think about what you want to do and then think through every single step. If you spend too much time fiddling with menu commands you may not be able to sell your oil for one month.

However, selling oilfields to raise capital isn't really worth it. You need these fields later in the game, and of course you'll need to buy oil tanks before buying oil fields. Bear in mind that several oilfields clustered together can be turned into what is known as a 'combination'. You will achieve economies of scale and be able to drill for oil much more cheaply.

To start with, an average-size tank is big enough, but later you should purchase bigger ones. Start with average tanks to keep check on the amount of space you use. Obviously, though, extra storage is useful if somebody sabotages your tanks.

In order to build up a global empire you have to be able to successfully speculate on the world's commodity markets. Each region has a different market price; therefore it pays to think through and select carefully before selling off production areas.

Oilfield fires, of course, can be disastrous. You can call for Ted Redhair if one breaks out, or save on the cost and fight it yourself. Use more dynamite for larger fires; but move your technician well away from the area once he has set the explosives.

Remember, also, that sometimes newspapers provide you with information before the telephone will.

Start drilling using low pressure. Later, you should always use specialists to save time. Drill as vertically as possible.

Burning oilfields are marked in RED.

It's important that you plan the route for the pipeline BEFORE it's laid.

If one player cannot pay his debts other players can help him. For example, other players can buy an oilfield for $10 million, even though it's only worth $5 million. Once the debtor is in the black, he

OIL IMPE



RIUM



should pay back this money with interest added.

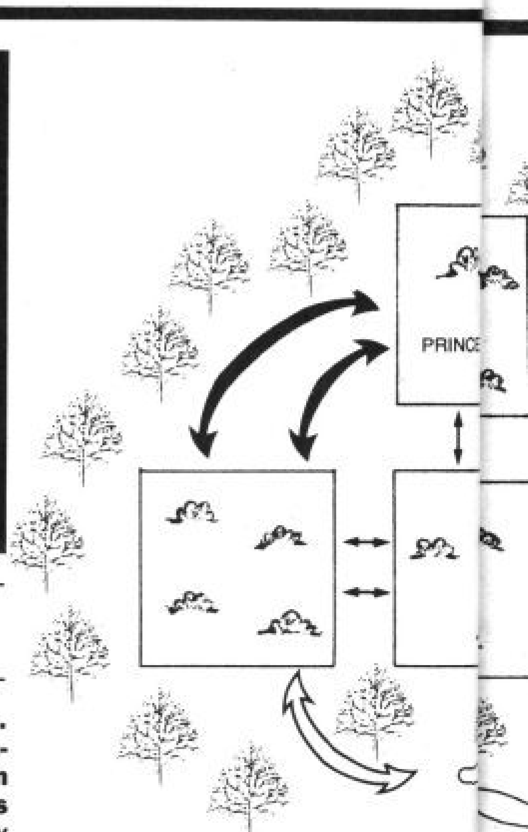
Oil Imperium gives you the chance to out JR even JR himself.

Contracts can be made with saboteurs. As your client they will offer to blackmail opponent's oil purchasers, rob their banks, blow up oil tanks or set fire to oil fields. It's great fun doing the dirty but don't be too trigger happy: cheap saboteurs are more likely to get caught, and if you do go to court costs can be high, especially during the early stages of the game when your cashflow may be lean.



SLEEPING GODS LIE

Empire's latest is a tough game, combining arcade action and adventuring. Here to help you through it is a complete player's guide and maps for all eight levels.



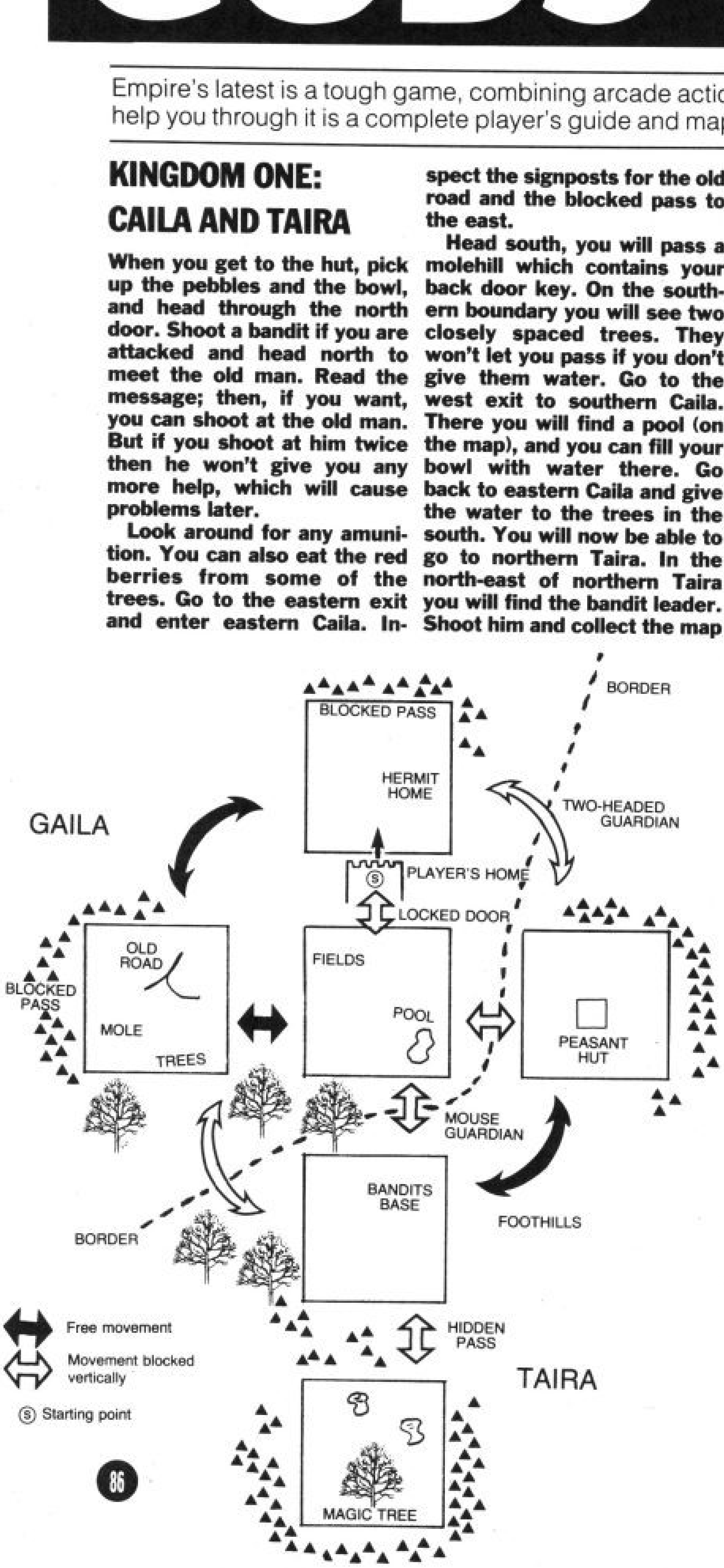
KINGDOM ONE: CAILA AND TAIRA

When you get to the hut, pick up the pebbles and the bowl, and head through the north door. Shoot a bandit if you are attacked and head north to meet the old man. Read the message; then, if you want, you can shoot at the old man. But if you shoot at him twice then he won't give you any more help, which will cause problems later.

Look around for any amunition. You can also eat the red berries from some of the trees. Go to the eastern exit and enter eastern Caila. Inspect the signposts for the old road and the blocked pass to the east.

Head south, you will pass a molehill which contains your back door key. On the southern boundary you will see two closely spaced trees. They won't let you pass if you don't give them water. Go to the west exit to southern Caila. There you will find a pool (on the map), and you can fill your bowl with water there. Go back to eastern Caila and give the water to the trees in the south. You will now be able to go to northern Taira. In the north-east of northern Taira you will find the bandit leader. Shoot him and collect the map that the old man is looking for.

Go to the east exit of northern Taira, and you will arrive in western Caila. In the peasant's hut you will find some mouldy cheese. If you give this to the mousy creatures, they will stop shooting at you and let you through the exits they are guarding. By now, you should have picked up some more weaponry and ammunition, and you should possess a staff sling. This can be used to kill the two-headed creature at the north of western Caila (or the east of northern Caila). When you kill the creature it will drop a circlet of concentration. Visit the old man again, and he will give you a potion which reveals a narrow pass (two closely spaced stones) in the south east corner of northern Taira. The pass lets you through into southern Taira, where, if you approach the magic tree at the centre, you will be transported to the next kingdom.



KINGDOM TWO: SYLVAR

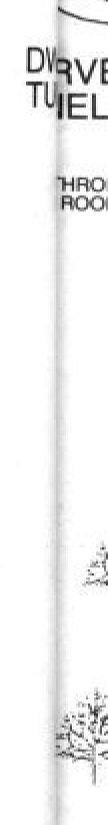
In the first landscape you will meet Prince Gregor, who will follow you about the kingdom. Either travel east or south to one of the next landscapes (by going through one of the closely spaced trees at the east or south boundary), and you will find the entrance to the dwarven caves at the southern boundary of both these levels. In order to climb down, you will need a lantern, which will be dropped by a dwarf which you need to shoot near the cave entrance.

Go down into the caverns and head south. In the second cave, you will find the spider's lair. Pick up a rope with which you can climb out of the caves. Just outside the next large cave south you will find the throne room of the dwarf king. If you shoot him you will find the prince's crown. You can now go back and give the crown to the prince, who will be waiting for you in the vicinity (make sure that you take the correct exit otherwise you will end up in the area either to the east of the cave's entrances or west of where you intended!). The prince will give you some gold.

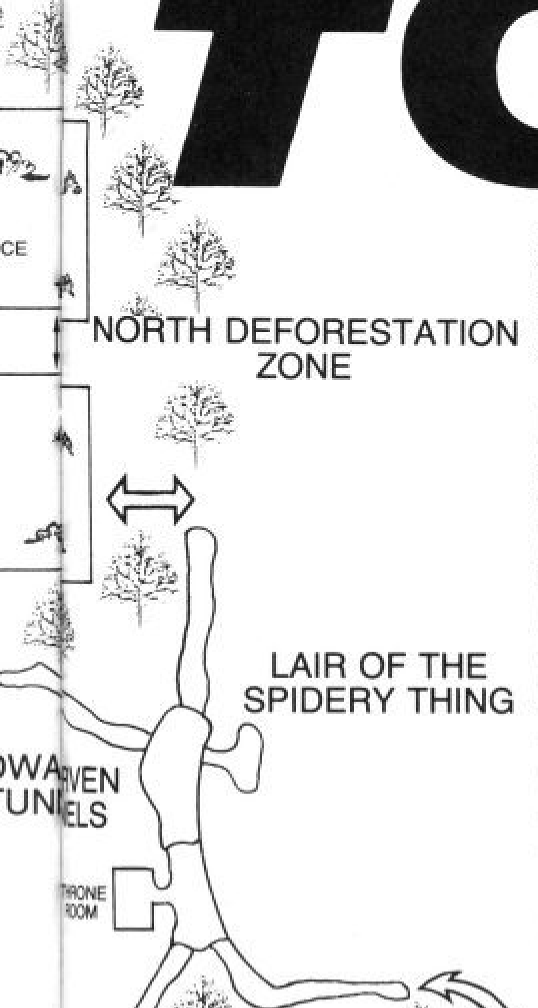
Go back through the caves to their southern exit. There you will find a molehill where you will find a belt. Strap this on and you will get increased lung capacity. This, combined with the poison darts which you will have picked up, will make the blowpipe a very useful weapon. Go south and you will get to the fountain in southern Sylvar, which will transport you to the next kingdom.

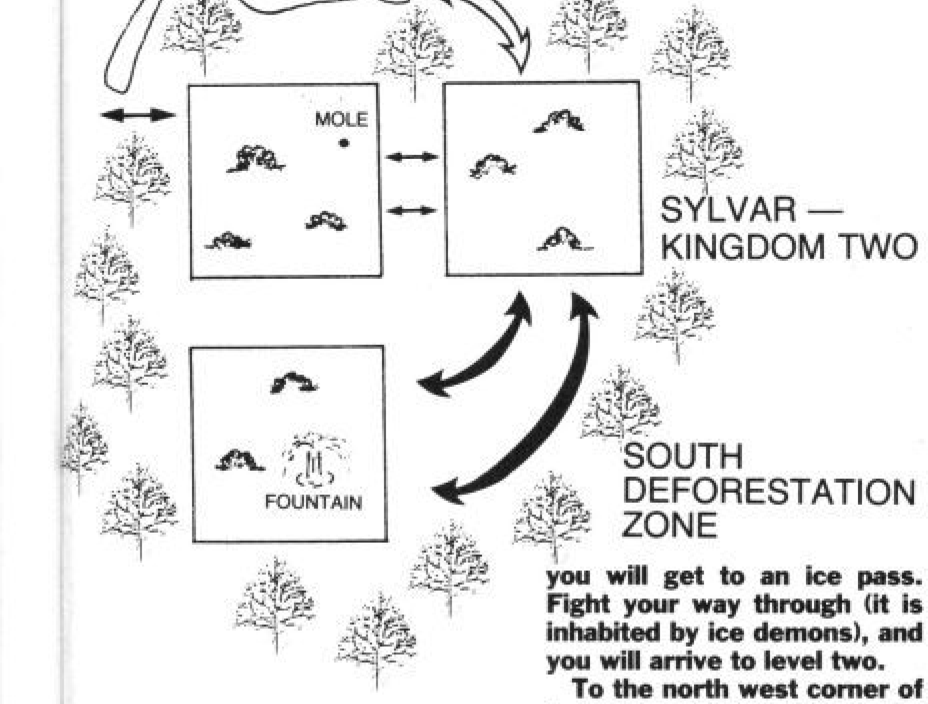
KINGDOM THREE: DELANDA

There are five islands on Delanda — and you have an advantage in that you can see them in the distance across the sea. Note that every time you shoot a seagull it will drop two gold coins. Initially you will need to approach the ferryman, who transports you to a nearby island in return for some gold. Take the ferry to the south (island two); kill one of the druids, pick up his golden sickle and take it to the mistletoe tree at the centre of the island. Collect some mistletoe and find the dying peasant on the ground, see



PLAY TO WIN





what he has to say.

Go to the west through the two stones (island three). Both stones require mistletoe for transport. Go to the ferryman at the southern end to get transport to island four.

Meet the princess, who will give you a ring which will prove very useful later on in the game. You will also find sandals which will make you walk on water. This allows you to get to any island you want.

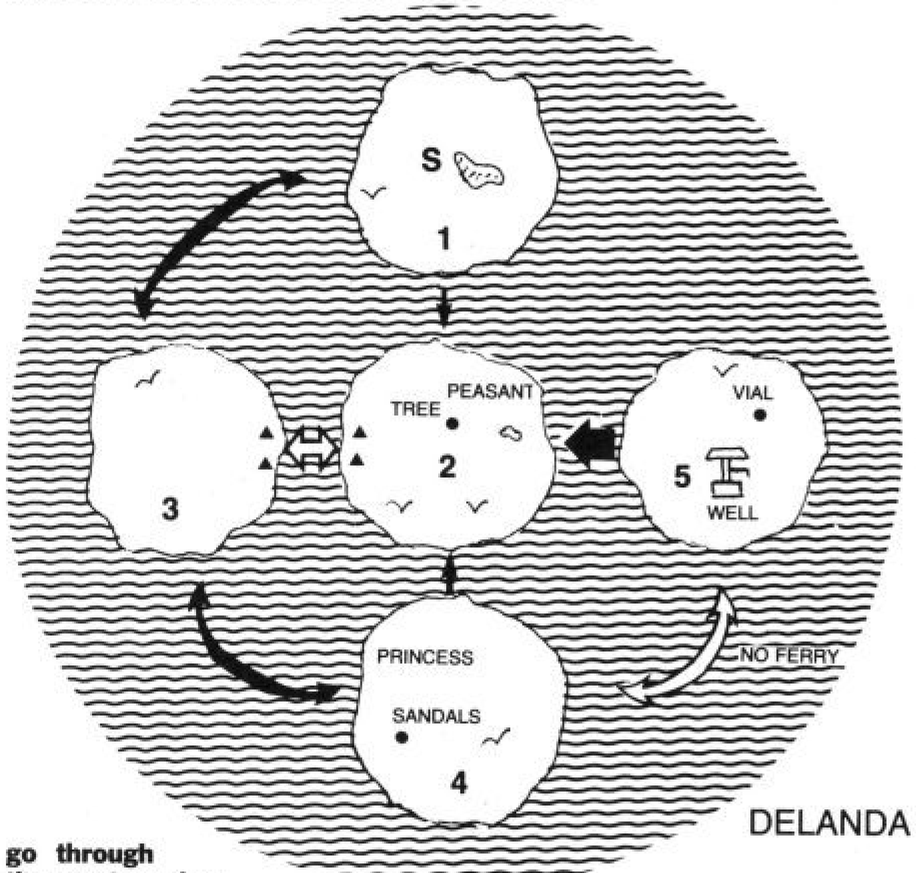
Next, go east to island five, where you will be transported through the well. But before you do so, you will need to pick up the pail, and travel to island two. Take the pail to the peasant, and he will fill it with his blood. Go back to the well, and you will be transported.

KINGDOM FOUR: THE SIMALA HILLS

The Simala Hills are populated by vicious ice demons, which you must be very wary of. Enter the southernmost level of the kingdom. Go northwards and you will find a molehill, from which you can gather the 'pouch of renewal'. This will ensure that if you use your crossbow, your ammunition will never run out. However, at this stage you may still prefer to use your remaining blowpipe darts, which are quite effective. At the northwest corner, you will see some warning signs. Be brave and you will get to an ice pass. Fight your way through (it is inhabited by ice demons), and you will arrive to level two.

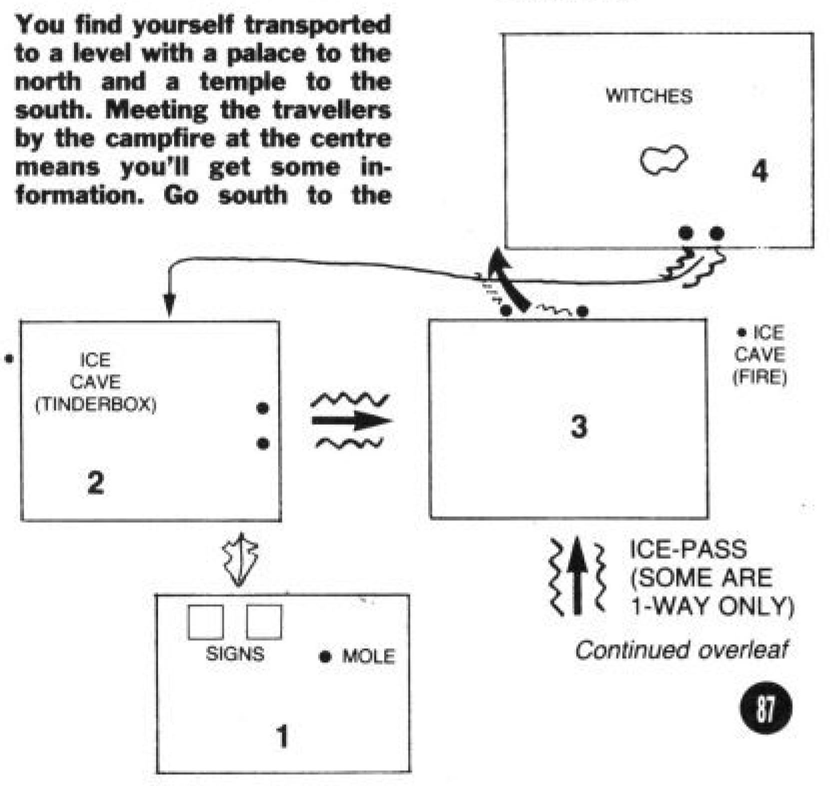
To the north west corner of level two there is an ice cave. Here you will meet the Hermit of Calia, who will give you a tinderbox. He tells you, however, that to start a fire you will have to find a place which is less windy. Leave the cave and head east. At the eastern boundary you will find two boulders marking the entrance to another ice tunnel. Through this tunnel is level three. At the eastern edge of the ice cave you will find some clothing. Now find the boulders at the northern bondary, and you will find another ice tunnel, which takes you to level four.

At the centre of this level you will find the witches, who will give you some hints before igniting into a ball of fire, leaving behind a pile of wood. Go through the ice tunnel to the south of level four, and you will return to level two. Then go through the eastern ice tunnel to get back to level three. The ice cave there is not as windy as the others, so you will be able to light a fire. Then go to the next kingdom.



KINGDOM 5: MORAV

You find yourself transported to a level with a palace to the north and a temple to the south. Meeting the travellers by the campfire at the centre means you'll get some information. Go south to the temple, and here you will find the Archmage and his helper Hyrakis. The Archmage disappears, and you will have to dispose of Hyrakis. He leaves behind a robe, and you must wear this as a disguise to get into the palace.



Continued overleaf

SLEEPING GODS LIE

Go north to the palace, and the guard will let you in. Once inside, go north to the door at the end of the passage. Turn right and take the first door on your right. Inside is the picture gallery, you will find a clue concerning how to get into the door in the south west. Go in and dispose of the two guards. You will collect a chain mail shirt to wear, and the guards will leave behind some musical instruments.

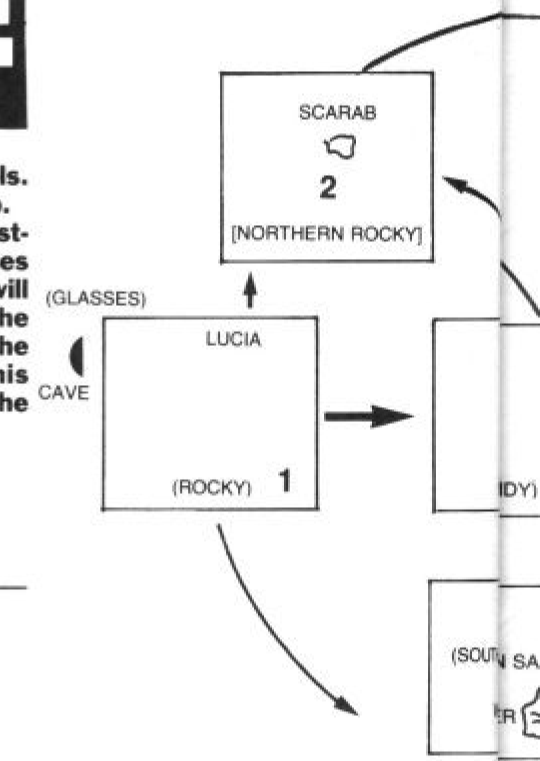
Take the trumpet with you, go back to the corridor, then take the north west exit, leading to the northwards facing corridor. Go to the north exit, and turn east. In the middle of the north edge of this corridor there is another door which leads to the entrance of the throne room. With your trumpet you will be able to get through to the throne room.

As you approach the throne, you will be transported to the next kingdom.

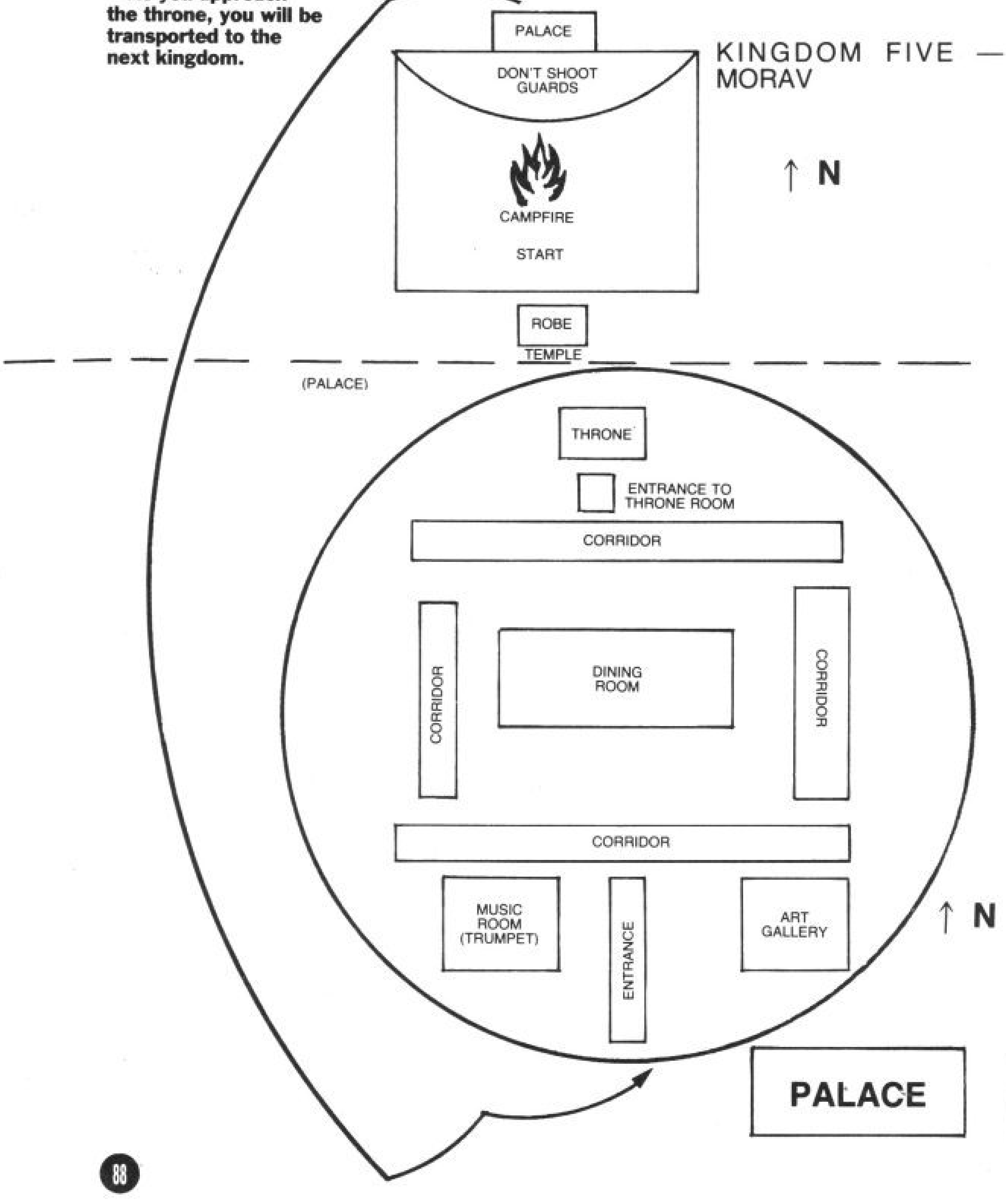
KINGDOM 6: SUNDERABAD

You start in the rocky part of the desert. To the north you will see the Archmage standing with the princess Lucia. Try speaking to her, as she will know that you will have met her sister on the island levels. She will give you some help.

Go into the cave at the eastern side and find the 'glasses of ultimate cool'. These will help to block the worst of the sun's glare. Go through the northern boundary of this level, and you will get to the northern rocky part of the desert. Here you will meet the Great Scarab. She will tell you that you should meet her to the north of the Great Pyramid



KINGDOM FIVE — MORAV



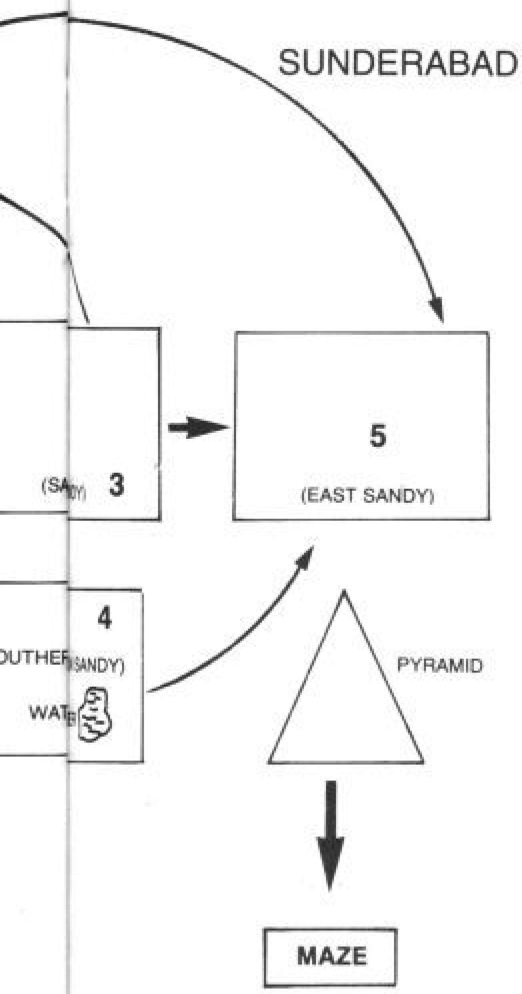
some time later. You can now go to the north of the Great Pyramid in level five (the eastern sandy part of the desert) and, if you wish, go via the water pools in level four in the southern sandy part of the desert. Note that the daggers which some of the demons drop can be used to get moisture from some of the cacti which dot the landscape. Once you've met Scarab outside the Great Pyramid, you may go.

The Scarab will tell you it's arcane secrets of the pyramid. He tells you to find the yellow door, and to use the colour pads. The inside of the pyramid forms a maze. To get through the yellow door, you must have colours red and green activated. It's easy. Find the location of the yellow door, and make sure that you enter the room with the yellow door once both colours are in operation. Once inside the room beyond the yellow door you will meet the Archmage, and he will vanish, revealing a box. You will then be transported to the next level.

KINGDOM 7: THE CATACOMBS OF ESTAMANE

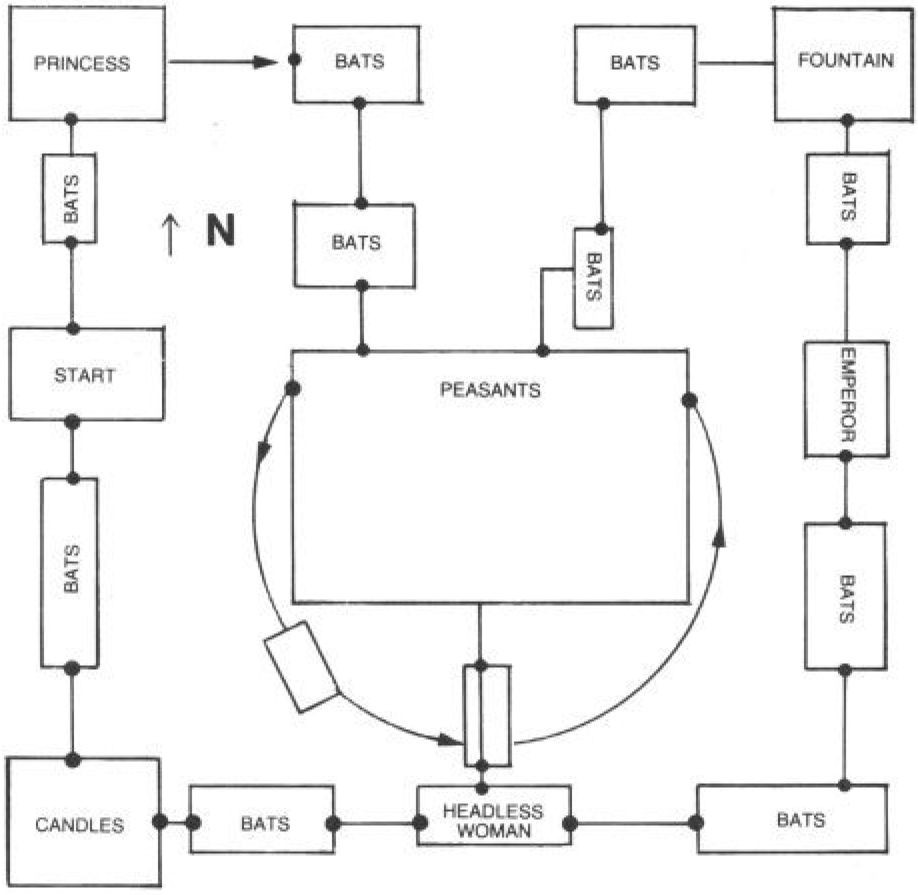
There are twenty rooms and passages in the catacombs, so it is easy to get lost! By disposing of the sorcerer in the first

PLAY TO WIN

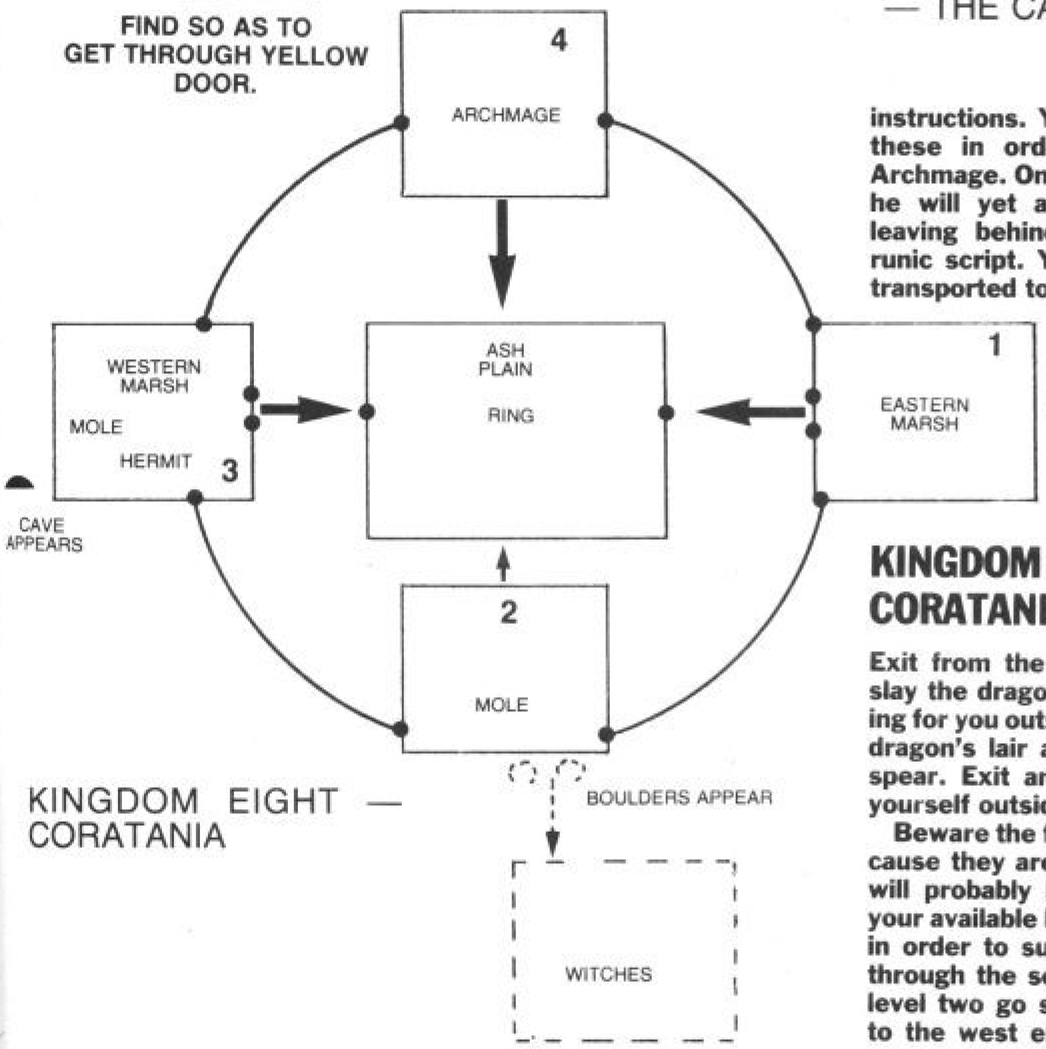


room you will get the fireball wand. Go south, and you will come to the Candle Room. Pick up the flickering candle and head east. In the Room of the Headless Woman pick up the amulet, then head east once more. Now turn north and you will come to the Room of the Emperor's Ghost. He will ask you to bring him his daughter who is at the north west corner of the catacombs. Retrace your steps, and you find that princess Eloise will follow you in search of her father. Go back to the emperor's room, and the two will meet at last, then evaporate!

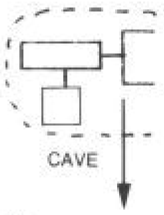
They will leave behind a bottle which you must take to the fountain to the north of this room. The fountain disappears, and you will need to go to the large room at the centre of the catacombs. Here, you will find the disgruntled peasants rushing towards the fountain. Once they have gone, the three witches who you met in Morav will reappear. They will give you some instructions. You must follow these in order to find the Archmage. Once you find him, he will yet again disappear, leaving behind a scroll with runic script. You will now be transported to kingdom eight.



KINGDOM SEVEN — THE CATACOMBS



KINGDOM EIGHT — CORATANIA



KINGDOM 8: CORATANIA

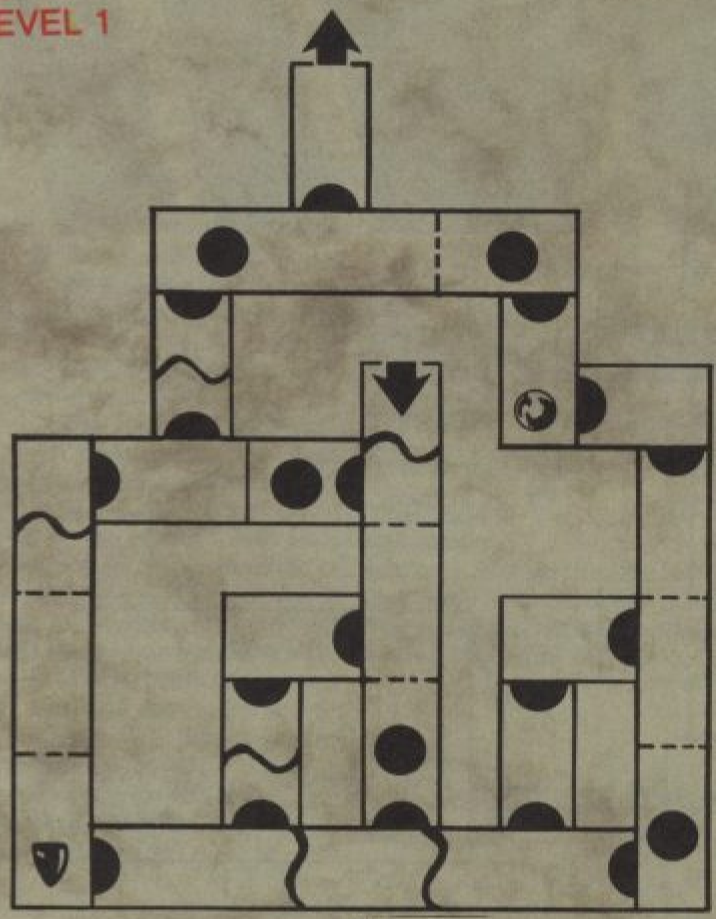
Exit from the first cave, and slay the dragon which is waiting for you outside. Go into the dragon's lair and pick up the spear. Exit and you will find yourself outside Coratania.

Beware the fire demons, because they are powerful. You will probably have to use all your available heavy weaponry in order to subdue them. Go through the south exit and in level two go straight through to the west exit, level three. Find the hermit, who will tell you to find the ring in the Plain of Ash. You now have to exit from level three by the east exit, past the dying peasants. Keep your eyes peeled, because the ring is difficult to find. Go quickly, otherwise you will catch the plague. The hermit will give you a potion which will heal plague and take you to the molehill at the west of level three.

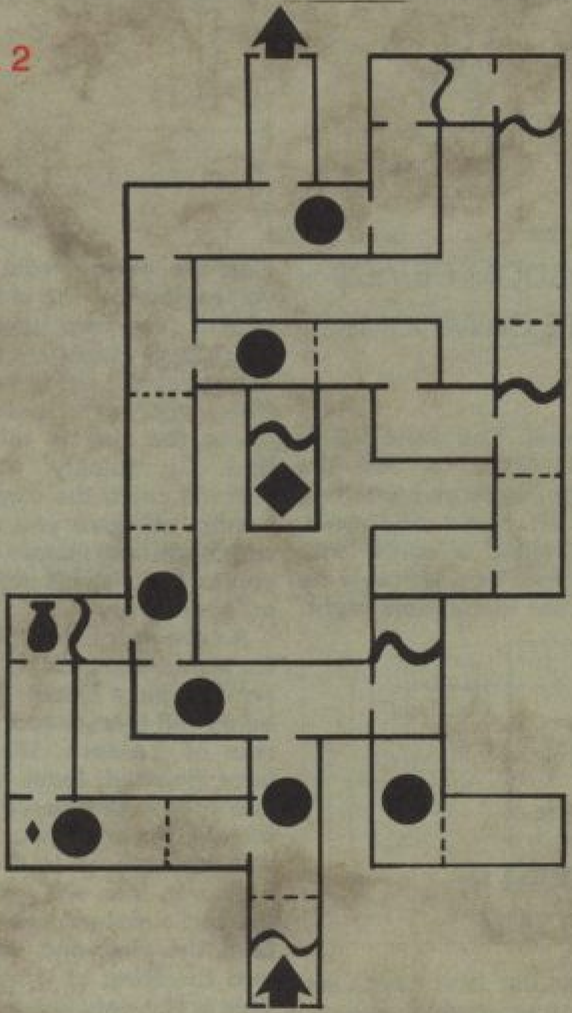
A cave entrance will appear. Go inside and pick up a suit of armour and a shield. The Kobbolds will then reveal the secrets of Tessera. When they have finished, leave the cave and follow the hermit to the molehill in level two. An exit will now appear to the south. Follow it. You will again meet the three sisters and they will take the ring and convert it into the Ring of Annihilation. This is the only weapon which will kill the Archmage. Head north to kingdom four. Activate the ring — you must be close-up for it to work. The Archmage will disappear, but he has not been killed. You must now go back to the cave in level one, where you will find him again. Make sure that you have at least two charges in your ring. Now is your chance to kill him, so do so.

Raw in idea yet slick in execution, the Amiga Version of *Barbarian II* is a must to be purchased. Here with the maps and tips this month, fresh from the mists of time, is Palace Outlaw's 'axe man' Pete Stone.

LEVEL 1



LEVEL 2



GENERAL

Visiting each and every location in the first three levels isn't essential, but mapping is. You won't have to go to each and every room but you will need to pick up all of the objects (two on each of the first three levels) while taking the most direct route possible between entrances and exits.

A little-known but immensely useful tip concerns the skulls which you'll find on your journeys. Although it appears that your total quota of lives is six, with five life-icons on screen, you can in fact amass lives by picking up the skulls. One skull equals one extra life, so you'll be able to create quite a store.

Beware of the pits which cover the first three levels. You can jump over a pit, or fall down it and lose a life. Needless to say, it's wiser to do the latter; but don't try to jump over one if a monster lurks on the other side, you will rebound off of it and fall to your doom. Quickly walk off screen then re-enter. The monster will mirror your actions, but it'll be up to you to gain the edge — so run (very fast) and jump!

At various locations on all four levels are hideous streams of *Green Gunk*. If you cross their paths you will lose energy, so jump over them. It sometimes happens that you'll get trapped between a stream and a nasty: DO NOT walk forwards, turn around with your face to the monster and lets it push you BACKWARDS across the stream. You will still loose some energy but it won't be appreciable.

In *Barbarian II* you have to do an awful lot of hack 'n' slashing. Various fighting moves are quite spectacular, but often it's two of the simpler moves — the low chop and the overhead chop — which are the most effective. With each of the difficult monsters there will be a particular move, or combination of moves, which is best to deploy.

MONSTERS

You'll encounter six categories of monster on each of the first three levels, some are very easy others are deadly. There isn't any general hint as far as nasties are concerned, but do remember that you don't have to visit every location. If you have no particular business being in a spot where a monster awaits then the best thing to do by far is to simply walk away. However, there are specific tips for individual types of monsters, and what follows is a level-by-level guide to thwarting them.

LEVEL ONE

Stabbers you don't have to fight — with a bit of skill you can jump over them, and normally you'll have to fight them only if they're guarding an object you want. If you do have to fight, do a kick then use a low chop.

The *Saurian Beasts* are the largest and most vicious nasties on level one. One false move and they'll bite off your head, so don't stand up; your best bet is to execute a low chop whilst kneeling.

When you encounter the *Neanderthal Men* do two low chops to knock one back, then swiftly move in for the kill with a flying head chop. Decapitation's the result.

The moves to kill the next two groups are relatively straightforward. Low chop the *Floaters* and repeat the following moves until an *Ape* is dead: low chop, followed by kick, low chop and so on . . .

The *Mutant Chickens* have a very odd name and even odder movements. It's precisely the way in which they move so erratically which makes them formidable foes. Keep on doing low chops, wearing them down until they make a false move. More than likely, you'll end up cutting one in half!

LEVEL TWO

The *Orc Guards* require an

BARBARI

PLAY TO WIN



overhead chop but make sure that you don't get cornered. If you do then you're sure to get a good kicking. If an Orc Guard tries to stab you do a low chop then continue with overhead chops.

Slithering Things squirm across the ground. Chop off their heads with good low chops; use the same tactics with *Crabs*, which you should find easy meat. And as for *Stingers*, the only worthwhile move with these is an overhead chop.

If you really must tackle a *Carnivore* try a low kick and pray. Carnivores are among the most fearsome of monsters in the game because they get you helpless on the ground then gobble you up. AVOID them at all costs. You *can* jump over them but it's *very* difficult. *Cave Trolls*, however, you might imagine that you can jump over. Wrong. Try a low chop instead.

LEVEL THREE

All of the monsters can walk or slither around, all of them that is except the *Pit Things*. The *Pit Things* lurk in holes on the ground and swipe you with their tentacles. Timing is essential. The best thing to do is to run and to jump as the tentacles withdraw into the pit.

On the other hand, *Gobblers* are relatively easy to get rid of. Kick them or aim low chops and cut off their heads. Beware, however, the *Orclets*, who are wild, erratic and crazy. Use low chops, or if cornered by one kick it. You'll have the same basic problem with *Giant Grubs* — but wait until one jumps at you then do a low chop (I repeat, do a *low* chop, *even* though the grub will be up in the air).

And now for one of those spectacular moves which I mentioned. You will need to perform a well-timed flying neck chop to kill one of the *Dungeon Masters*. Be in no doubt, a *Dungeon Master* is a very nasty piece of work. If one tries to punch you do a low chop; if you get kicked, wait until he moves back and then perform your spectacular stunt. The result, by the way, will be pretty spectacular, too: his heart will burst.

And finally, the *Eyes* have it on this on this level, or rather they don't (have an easy time of it). If you come across one, give it an overhead chop.

LEVEL FOUR

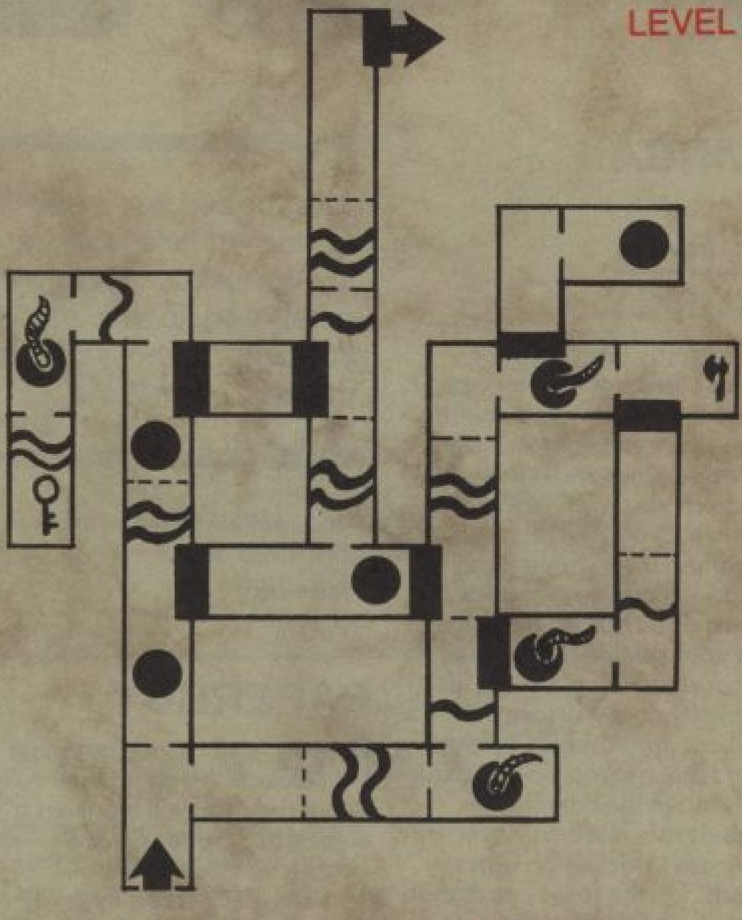
You'll start each level with the same number of lives that you finished the previous one with. So if you don't finish level three with a significant number of lives then count your blessings and forget about the final level. It's very tough. Also, don't bother unless you've picked up all six objects from previous levels.

If you do decide to soldier on, on the first screen it's time for the old backwards-rather-than-forwards trick which you deploy with the *Green Gunk*.

Onwards to the mega-fiends . . . stand back and execute a flying neck chop to the *Great Demon*, followed swiftly by a low chop. Pull back and do these moves again. If the going gets tough, retreat after the neck chop.

Finally, align your character with the corpse which hangs on the wall. Time a flying neck chop to coincide with *Drax* ceasing fire — then hope for the best. *Drax* is a very tough cookie, and it's instinct more than anything which will see you through the battle with him.

LEVEL 3



LEVEL 4



KEY



AN II

POKES

AMIGA

More pokes for your page this issue with some corking cheats for the latest games. Our gratitude goes to messrs Pugh, Slack, Fraser and Fraser and to the rest of you who wrote in with your help. Send your tips and maps to CU at the address opposite.

BLOOD MONEY

Using Andy Grifo's cheat make's life a lot easier but you can't save your name on the high score chart. Watch out for money-munchers as they are so quick you will find they come in groups. Around 2-4 together. If you have loadsa weapons and your shields are down don't buy an extra life, get your shields replenished because what's the extra life going to do if you lose that brilliant armament? On level 1 don't buy neuron bombs as they make the cantilever wheels spin like crazy even if they are effective on other aliens. On the level 1 guardian you must shoot it in the centre of the orb. While on level 2 you must also shoot it in the head. But be warned, the jets of fire are deadly, and there are 3 hissing monsters. The best way to deal with these monsters is to hit them in the back but watch their twisting bodies or you will be in serious trouble. Level 3's guardian is tricky. Dodge his flak and at the same time shoot the globules of his head. He will now start to bleed but even so you must hit him in the mouth for several more times before he dies. Finally the level 4 guardian. He looks like Mukor out of Blasteroids and it's the same objective, shoot those suckers off his head. Unlike in *R-Type*, even if the guardian is dead you will still lose a life if you make contact with him so be warned. Another devious problem are the radio beacons. Try and kill them as quickly as possible or you will be in trouble.

Radio beacons = 25
Walkers = 25
Submarines = 25
Centipedes = 25
Other nasty creatures = 25
Most major spaceships = 10.

If you really want to win just learn those attack waves.

Simon Liv,
Surrey.

PAPERBOY

Boot up Amiga Basic and type in and Save the listing for future use. You will be given a choice of 3 options, once chosen the game will boot.

```
10 REM — Cracked By Andy Grifo, PAPERBOY VO.1 —
20 checksum = 0: total = 538663: crack = 521546
30 START = 521472: FINISH = START+147: GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n :RETURN
90 PRINT "Your Checksum = ;checksum
100 IF checksum <> total THEN PRINT "Data Error.":END
110 PRINT "Insert Paperboy in Drive 0"
120 PRINT "and Cancel both Requesters"
130 PRINT "PRESS CORRESPONDING KEY WHEN READY"
140 PRINT "(1) Infinite Men"
150 PRINT "(2) Infinite Men & Infinite Papers"
160 PRINT "(3) Disable Background & Sprite Collision"
170 INPUT "WAITING—: ",grifo
180 IF grifo = 2 THEN POKEW 521506, 20081
190 IF grifo = 3 THEN POKEW 521530, 20085: POKEW 521506, 20081
200 CALL crack
210 DATA 41fa, 000e, 23c8, 0003, 00b6, 4ef9, 0003, 000c
220 DATA 41fa, 000e, 23c8, 0004, f1a0, 4ef9, 0004, f01c
230 DATA 33fc, 5350, 0000, 3c68, 33fc, 4e71, 0000, 3920
240 DATA 33fc, 4e71, 0000, 217c, 33fc, 41fa, 0000, 3588
250 DATA 6100, 003a, 4ef9, 0000, 0800, 2c78, 0004, 2e3c
260 DATA 0003, 0000, 207c, 00fe, 88c0, 43fa, ffa4, 43e9
270 DATA feba, 303c, 0145, 12d8, 51c8, fffc, 23fc, 2007
280 DATA 4e71, 0007, f3fc, 4ef9, 0007, f3d0, 323c, 0010
290 DATA 303c, ffff, 33c0, 00df, f180, 51c8, fff8, 51c9
300 DATA fff0, 4e75
```

Andy Grifo.

FRIGHT NIGHT

This program will make you immune to anything. Type in and save the program to disk. When you have done this you can run the program.

Listing

```
10 REM ★★★ FRIGHT NIGHT CHEAT (C) DAVID SLACK ★★★
20 CHECK = 0
30 CHEAT = 768&
40 FOR N = CHEAT TO (CHEAT+120) STEP 2
50 READ A$
60 A=VAL ("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK <> 528590& THEN PRINT "ERROR IN DATA":END
110 PRINT: PRINT "PLEASE INSERT YOUR FRIGHT NIGHT DISK IN DRIVE 0"
120 PRINT: PRINT "THEN PRESS THE LEFT MOUSE BUTTON."
130 CALL CHEAT
140 DATA 33F9, 00DF, F006, 00DF, F180, 0839, 0006, 00BF
150 DATA E001, 66EC, 2C79, 0000, 0004, 43FA, 0052, 4EAF
160 DATA FE68, 2C40, 41FA, 003C, 2208, 343C, 03ED, 4EAE
170 DATA FFE2, 2200, 243C, 0006, 0000, 363C, 0892, 4EAE
180 DATA FFD6, 41FA, 000E, 23C8, 0006, 073E, 4EF9, 0006
190 DATA 0024, 23FC, 4E71, 6000, 0005, D5EA, 4EF9, 0005
200 DATA 8014, 4446, 303A, 4652, 4947, 4854, 0000, 646F
210 DATA 732E, 6C69, 6272, 6172, 7900
```

David Slack,
Ditton,
Maidstone.

64

GEMINI WING

Enter and run this short listing and follow on screen prompts to load Gemini Wing with infinite lives.

```
0 REM GEMINI WING CHEAT BY H M PUGH 1989
1 FOR X = 283 TO 315: READY: C=C+Y: POKE X,Y: NEXT
2 IF C = 3449 THEN POKE 157,128: SYS 283
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 1, 141, 42, 4, 96, 72, 77
5 DATA 80, 32, 169, 173, 141, 122, 17, 162, 4, 189, 35
6 DATA 1, 157, 203, 81, 202, 138, 208. 246, 76, 40, 8
```

The Passwords

On the title screen press the 'P'

PLAY TO WIN

key and enter any of these Passwords to start on the respective round.
Round 1 COKECANS
Round 2 MR.WIMPY
Round 3 CLASSICS
Round 4 WHIZZKID
Round 5 GUNSHOTS
Round 6 DOODGUYZ
Round 7 D.GIBSON

H.M. Pugh

SHINOBI

```
0 PRINTCHR$(147)
1 FOR I = 304 TO 343:
READA$
2 L = ASC (LEFT$(A$,1)):
L=L−55: IFL <5 THEN
L=L+7
3 R = ASC (RIGHT$(A$,1)):
R=R−55: IFR<5 THEN
R=R+7
4 V=(L★16)+R: C=C+V:
POKE I,V: NEXT
5 IFC <> 3050 THEN PRINT
"DATA ERROR!": END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT "SYS 304 TO
START."
10 DATA 20, 56, F5, A9, 40,
8D, 29, 04, A9, 01
11 DATA 8D, 2A, 04, 4C, 40,
03, A9, AD, 8D, 75
12 DATA 08, A9, A0, 8D, 77,
08, A9, 1C, 8D, 78
13 DATA 08, 4C, 0D, 08, 00,
00, 00, 00, 00, 00
READY.
```

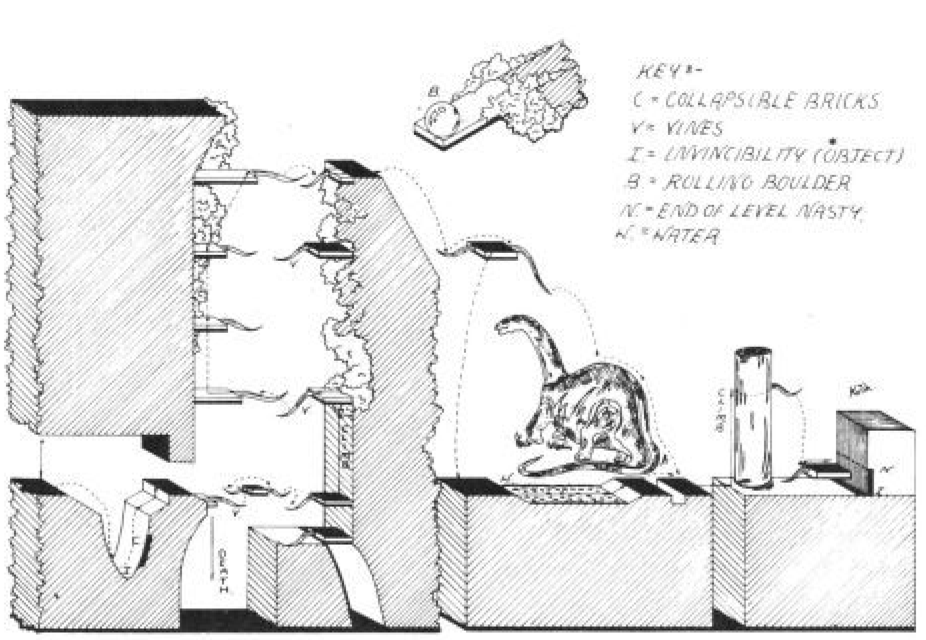
Type in the listing and 'run it'. Follow the on screen instructions. The listing gives infinite lives.

Tim & Ian Fraser.

NEW ZEALAND STORY

To access the cheat mode on this great new game from Ocean, just press TRY CHEATING (Including the Space) keys together while on the title screen. The border should turn grey and when you start the game you have infinite kiwi's and the ability to skip to the next level by pressing ←!!

Kendal May, Faversham.

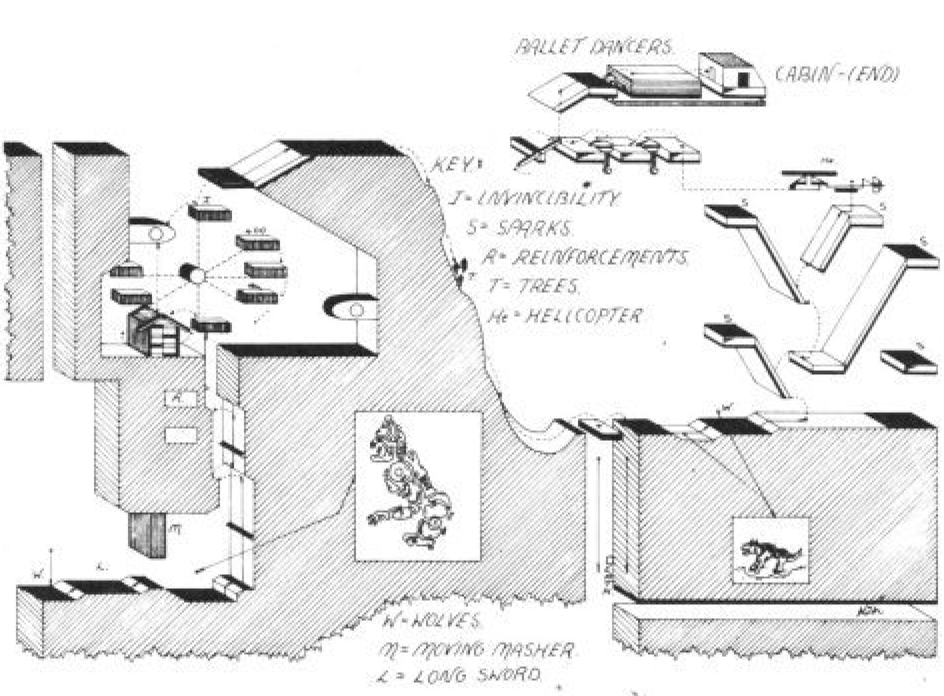


SECOND MAPPER WANTED

Can you produce artwork to the standard shown here? Can you crack any game and produce legible maps? Can you do all of this quickly, efficiently and professionally?

If the answer to all of these questions is yes, and if you own an Amiga AND a 64 with BOTH disk and cassette drives then we would like to hear from you. We will pay well for your work and you could have the enviable role of adding to the best games tips section around.

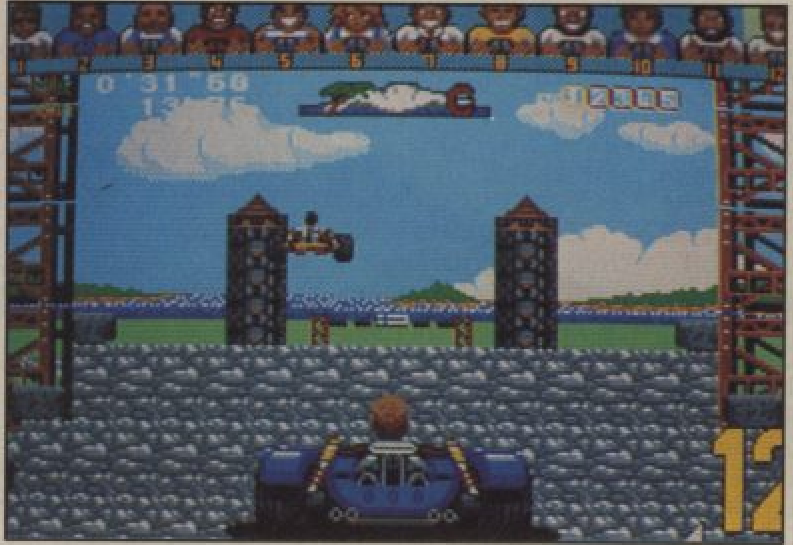
Apply in writing, with examples of your work, to CU Mappers, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



CU



RAMPAGE



POWERDRIFT (Arcades version)

IT'S A MUST!

on sale 23rd October

NEXT MONTH

C64 DEMO

AND

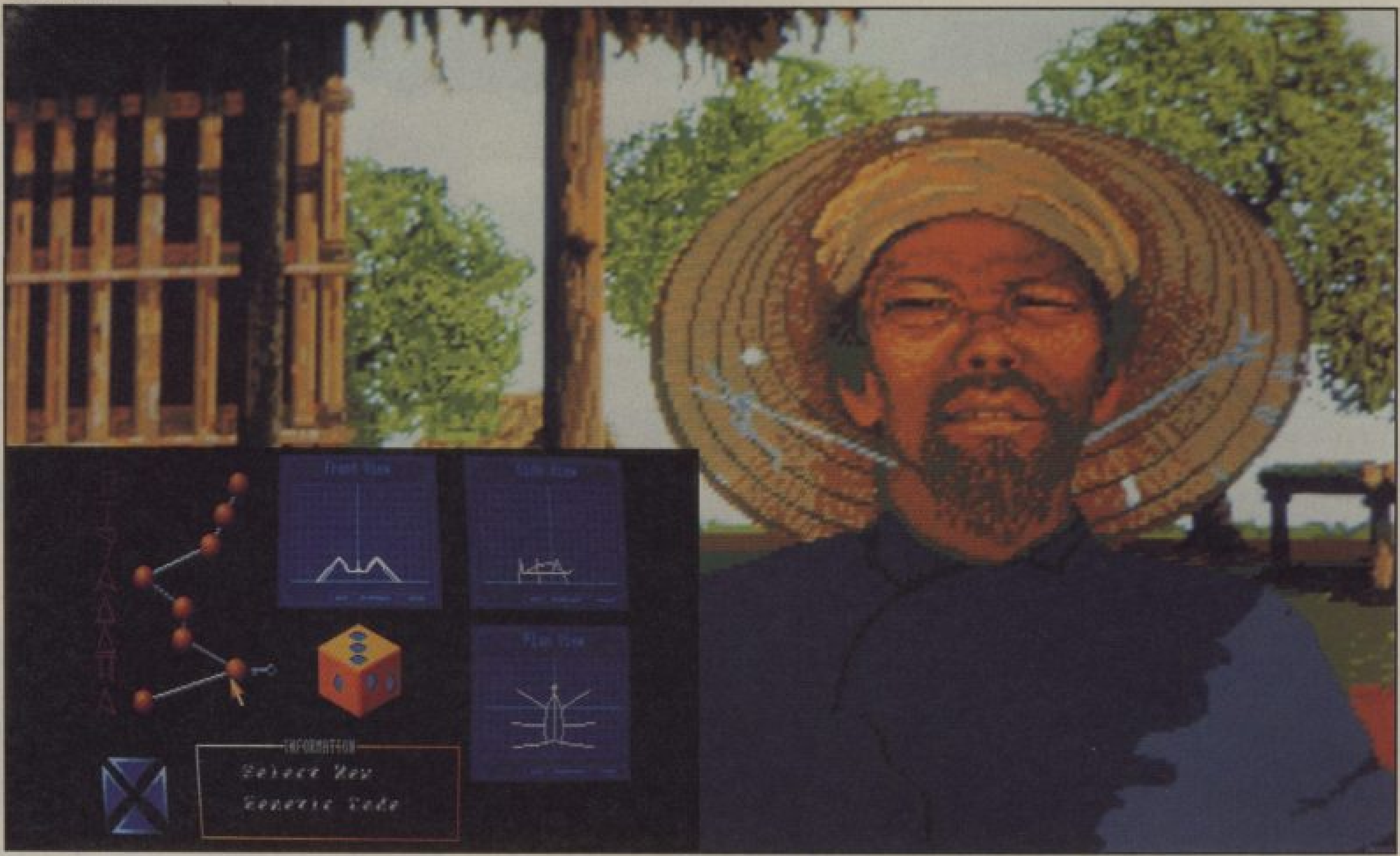
COMPLETE GAME

There's the complete game of Activision's munch 'em up, *Rampage*, plus a 64 demo version of the self-named softhouse's conversion of the arcade classic, *Power Drift*. The cassette issue will cost a measly 10p more than usual, but at £1.30 you'll still be getting a bargain — a great cassette and a great magazine.

NOVE

SPE

● Next month's CU will come in two different versions. Version one will have an Amiga disk on it, version two will have a 64 cassette attached. Please note, however, that version two will ONLY be on sale in WH Smiths and Menzies.



ECO **THE LOST PATROL**

NEXT MONTH AMIGA DEMO AND COMPLETE GAME

First off, there's the utterly complete version of Ocean's accolated 16-bit goodie, *Eco*, a wholly original game in which you start out as an insect and, quite literally, mate your way up the evolutionary ladder.

And then there's the demo of Ocean's *Last Patrol*. Just look at the screen shot from it. Stunning, eh?

The disk version of next month's CU will cost £2.50. But we think that for what you'll be getting it'll be worth every single coin.

MBER

CIAL

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ARE GAMERS BEING CONNED?

Well are they? When you buy something from the softshop where do your pennies go? Eugene Lacey has inked his investigative pen and has been taking a look at who benefits from this business



Things are not all sweetness and light in the world of software right now. The whingers are having a field day. The talk is of reduced margins, software sales down "year on year", summer slump, and too many games.

Only the shops, particularly the local independent shops, have a different tale to tell. They put the summer slump down to the dearth of good quality full price software. Of course people like to moan, and if it wasn't software sales it would be England's cricket team (awful aren't they), interest rates, or how you can't eat anything these days without catching some infection or other.

Pricing is another issue. Ask the punters what they think and they will almost unanimously tell you that games are too expensive — as countless letters to CU and other mags will testify.

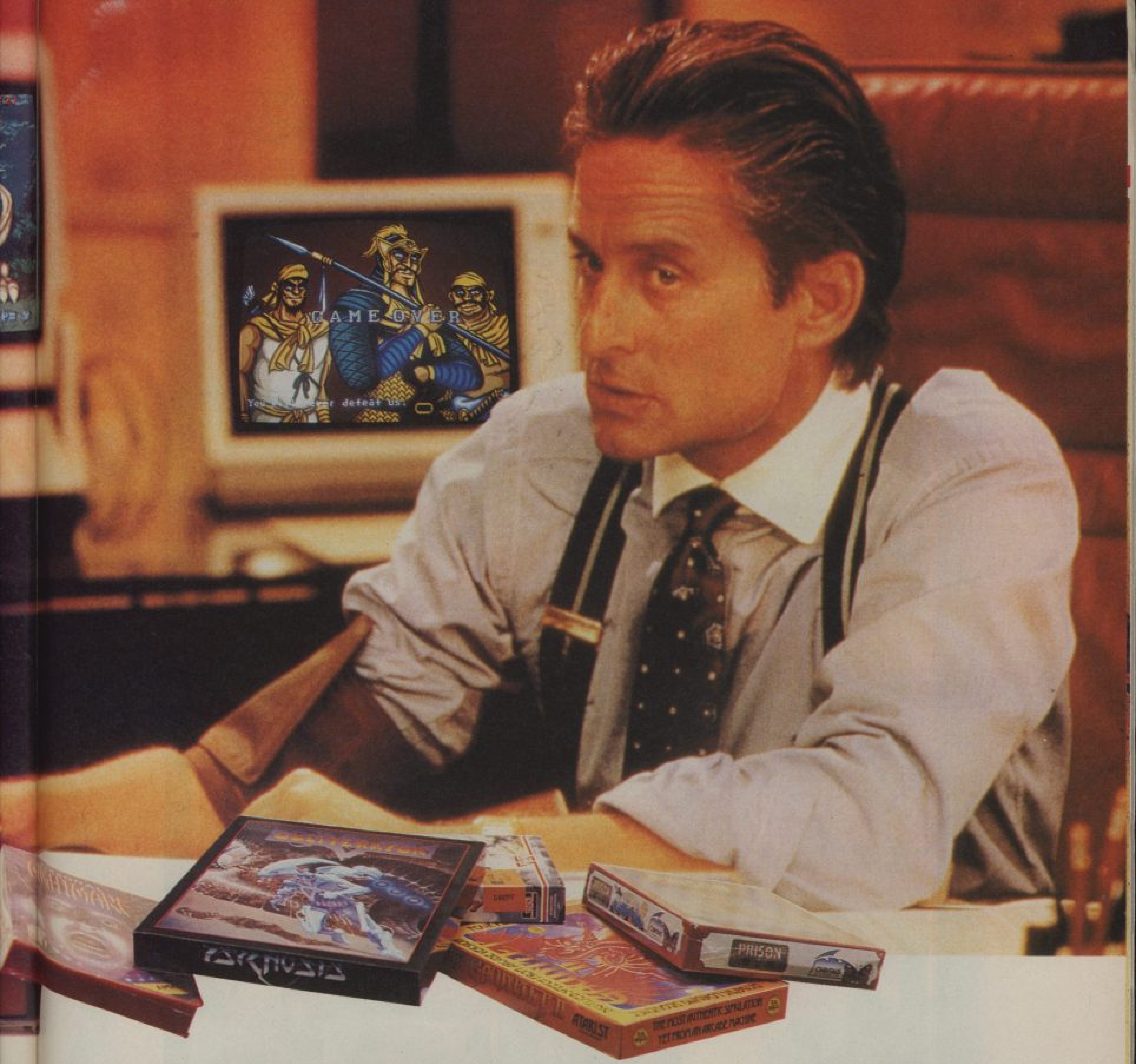
But are they? Judging from the number of Porsches and Ferraris in the car park at the recent PC show it would be easy to conclude that big bucks are being earned in computer games.

But before we get down to the nitty gritty let's establish the ground rules. All software houses are out to make money. They have fronted the development costs of the game, paid for the adverts in CU and elsewhere, employed people to test the game, promote it, duplicated the disks, packaged it, and paid for it to get onto the shelves. Not all of this money is up front — deals between software houses, developers and distributors vary. But everyone has to get their cut eventually and the software house will justifiably be trying to get as large a cut as possible — as will everyone else in the chain. That's business. This is how it works.

Josephine Punter purchases *Page Seven Fellas Strip Poker Extravaganza* from Hunksoft at £24.95. This is where her money goes:

£11.30 software house, £8.75 retailer, £5.00 distributor.

The average software house will break up their £11.23 as follows: £3.36 packaging and production (includes duplication of disk(s), artwork and print), £1.12 royalties to development house, £1.68 marketing costs (advertisements in CU, posters in computer shops, wining and dining Mike Pattenden — he likes expensive Japanese nosh), £3.36 overheads (office rents, phone bills, wages, payments to the lease hire company for the BMW),



leaving £1.68 profit.

A top selling 16 bit title (*Falcon, Carrier Command,* or *Gunship*) can hit between 50,000 and 100,000 units across Europe. Add the noughts to £1.68 to work this out for yourself. Bear in mind though, that most companies are working on a break even figure to calculate their £1.68 per unit. Once break even point has been hit and the software house starts to get repeat sales on a product then this figure is likely to increase significantly.

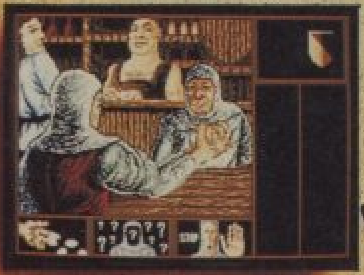
But that is a top selling title. Most games are not like this. A medium Amiga title might hit only 25,000 units across Europe. A low seller less than 10,000. On the surface it still looks like a lot of dosh in the bank — but this is not necessarily so. An average software house will aim at publishing several titles in a year and has to budget for misses as well as hits. Of course they will all claim to be software Scott, Aitken and Watermen — but they have all had failures, even the best of them. Some will bomb, or perform way below expectation, that is the hard fact of the matter.

Software houses therefore have to budget for a portfolio of launches. So just because *Page Seven Fellas Strip Poker Extravaganza* has been at the top of the Amiga charts for the last six months, it doesn't necessarily mean that Hunksoft's boss is taking delivery of a new Testarossa. She may still be writing off the loss on *Fiona Wright's Lingerie Construction Kit.* But its not just bombed out games that can do serious GBH to the bottom line. Mr Pirate will take his cut, as will Mr Dodgy-No-Pay, Ms Software-No-Deliver-Game, Mr Taxman, Mr Accountant, Mr Solicitor and stacks of others. Software houses are gnerally young; inexperienced 'start-up' companies (launched on a shoe string and struggling to fund their growth from their meagre profits) and every shark in the pond is out to bite a chunk of cash out of their earnings.

The larger software houses are less likely to get ripped off by middle men, or anybody else for that matter, but they too have financial headaches. Apart from running bigger offices with more staff they also have to compete in the increasingly expensive scramble for coin-op licences if they want to stay in the big league with the Oceans, US ▶

Main picture from 'Wall Street' © Twentieth Century Fox. The software added to this picture has been chosen entirely at random, and CU would like to make clear that its presence in no way constitutes judgment on either the quality of the products or the integrity of those people associated with them.

The Age of Chivalry


Screenshot on ST


Screenshot on C 64


Screenshot on Amiga


Screenshot on ST


Screenshot on ST


Screenshot on ST

"The Crusader Of Justice."

For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle, and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm-wrestling and sword-play...

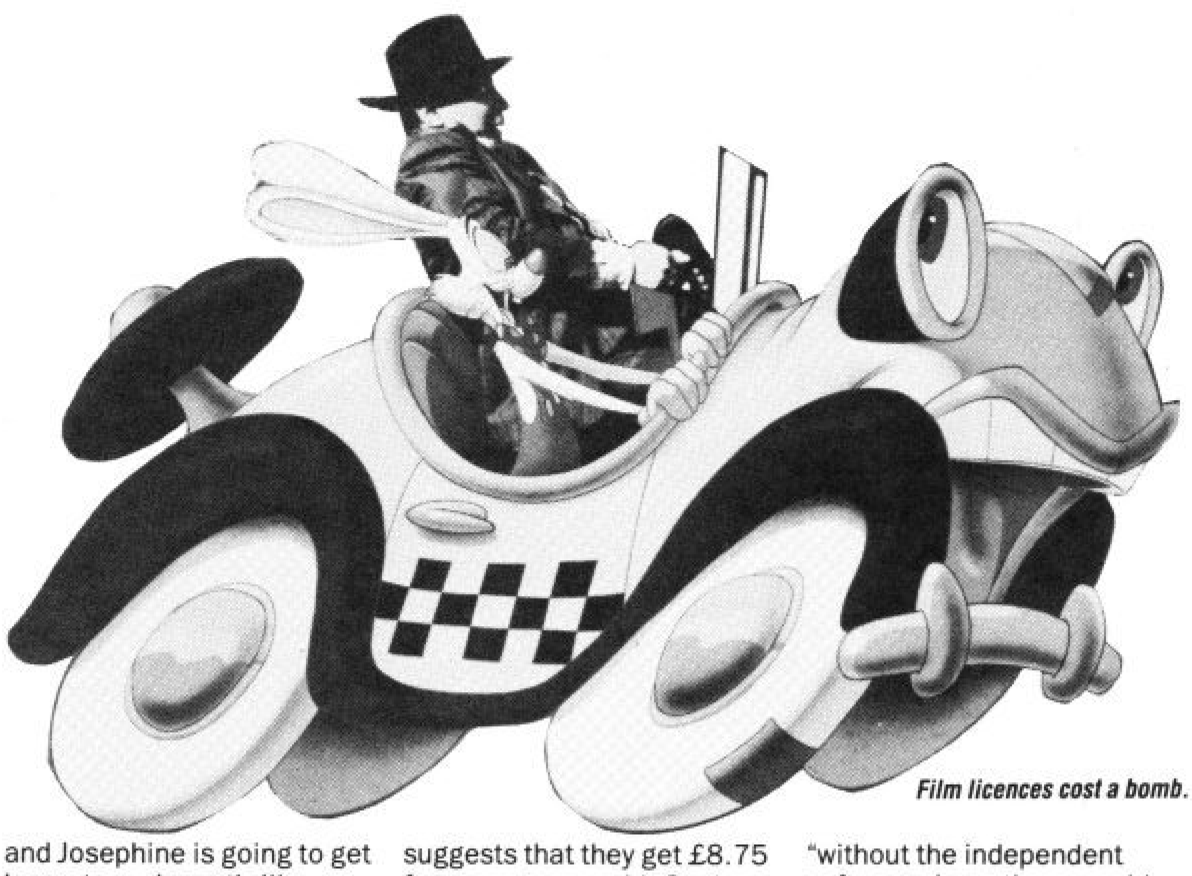
This is a magnificent adventure set in a medieval world, where your strategy is as important as your strength.

Available on C 64, Amiga, ST, PC, Amstrad

Distributed in UK by
27 THE AVENUE, BRONDESBURY, LONDON NW6 7NR

UBI Soft

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Film licences cost a bomb.

Golds, and Activisions of this world. The coin-op manufacturers won't settle for a cut of the sales. They insist on money up front — and their fee can be as much as a million pounds for the rights to a first class licence. This is one hell of a gamble for a company to take. They are basing their decision on the current popularity of the coin-op in the arcades. Once the licence is signed sealed and delivered it may be another twelve months before the game reaches the shelf of Boots Computer Department.

If a week is a long time in politics — then a year has to be an infinitely longer time in software, particularly when you are waiting to see what pay back you will get on your million pound risk. This is a shit or bust deal. The game has to clean up on all formats — sweeping all before it, reaching and hanging on to the number one slot in the software sales charts at a good time of the year. To be in the big money you have to have big hits — and the truth of the matter is that there aren't many of these each year.

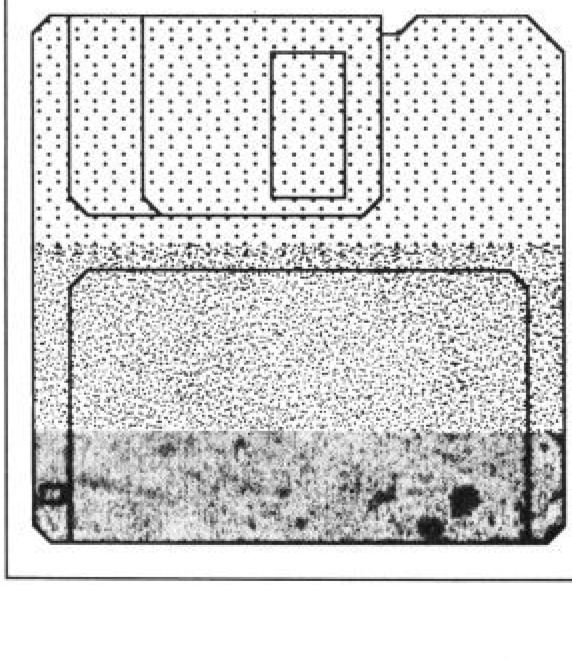
Cutting out the middleman seems on the face of it like an obvious thing for a games company to do but on closer examination it is not nearly as simple as it appears. Warehousing and distributing anything to its potential purchaser is a highly complex and costly business.

The software houses do not have the specialist skills or resources to provide guarantees of availability to all of their customers. The distributors have survived because they do. The retailer wants the latest games the minute they roll off the production line. If Pattenden's Software Emporium hasn't got *Page Seven Fellas Strip Poker Extravaganza* on the shelf when Josephine Punter comes through the door with her twenty five quid in her purse then he is going to lose a sale and Josephine is going to get her not-so-cheap thrills elsewhere.

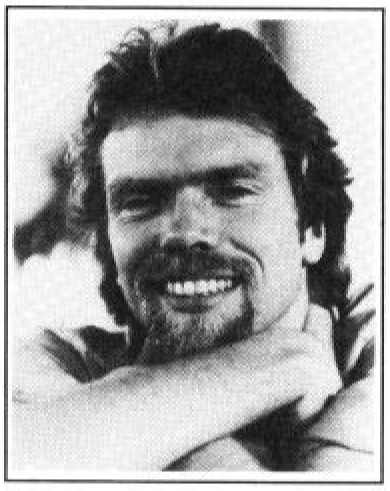
The distributor is grossing about a fiver on very copy of *Page Seven Fellas Strip Poker Extravaganza* sold — but this is not clear profit. Freight, staff, and telephone bills are the main business overheads that the distributor has to find before he is into profit. One distributor told us: "margins are tight. It is an ever more competitive business with few people making more 20% and a lot of people making a good deal less — say only 10%. The distributor is therefore making about £1.60 per copy — roughly the same as the software houses.

The other main group who have to get a cut out of Josephine Punter's £24.95 are the shops. Our research suggests that they get £8.75 for every game sold. On the face of it this seems like a lot — considering that they did not develop the game or take the main publishing risk involved in producing the game. Despite this few of the other people in the trade were critical of the retailers. One software house told us:

Page Seven Fellas Strip Poker Extravaganza ***costs £24.95. The diagram below shows the amounts apportioned to each of the three main groups of people who get software to you, the buyer.***



Dick's the name, Virgin Mastertronics the game, plus Virgin Airlines, Virgin Records . . . and don't it make your brown eyes green, Dicky?



"without the independent software shops there would be no 16 bit software industry . . . they need to get what they charge to make a reasonable profit and to provide the service that they do — specialist knowledge of the products, an opportunity for the customer to see the software up and running and to talk to someone who knows something about it . . . by and large the independents are also better at dealing with problems than the chain stores". By contrast nobody has a good word to say for the chain stores and it is widely believed that their cut is an easy touch. As one source claimed: "basically they only cater for gift purchase and impulse buying".

Only 10% of software sales in the UK are accounted for by chain stores such as Boots and W.H. Smith. Despite this surprisingly low proportion of total sales they have a considerable influence over the market — and the fear is constantly there that the "big boys" are going to pull out of stocking computer games. Boots and Smiths were reluctant to comment on their pricing policies but their thinking goes like this. Large High Street stores in prime locations are expensive to build and maintain. The floor area must generate a set amount of revenue per square metre in order to pay for itself and contribute to profit. The financial performance of the computer department in your local Boots or Smiths will be assessed in this way. Retailers are therefore keener than anyone to see that prices remain high. ▶

PAID IN FULL

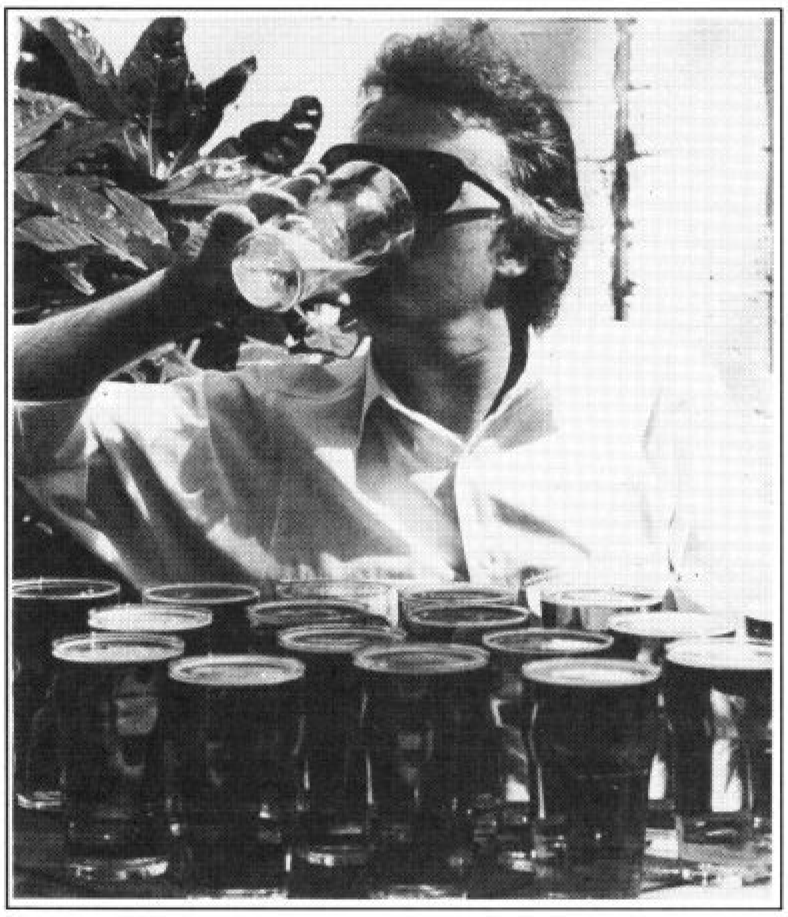
But doesn't all this miss the simple argument that if you sell something for less you are going to sell more of it? One man who thinks it does is Llamasoft boss Jeff Minter who has consistently maintained that games are too expensive — particularly 16 bit games, and claims that distributors won't take his games because of his insistence on a lower retail price. Writing in a recent issue of ST Action he states "the distributors won't buy them as they're too cheap". Some of the coin-op converters like Ocean, US Gold, and the recently converted Domark also seem to favour a slightly lower price on 16 bit — £19.99 — as opposed to £24.99. But their games tend to be simple arcade conversions — involving little creative input, or the conversion of a licence of some kind such as a board game or a film involving no creative risk. The creators of 16 bit original games — such as the designers of *Falcon* or *Carrier Command* are much more firmer in the value they provide at twenty five quid. Speaking for Spectrum Holobyte, Tom Watson told us "three man years went into development of *Falcon* across the various configurations of the game that we publish, the manual and the packaging are consistent with what our research tells us that our customers expect in a game of this type, the consumer therefore has a simple choice — yes he can have a cheaper product, but not one of this quality, it simple isn't economically feasable".

So just what do the people clocking up all these "man years" get out of their games in hard cash. Are they the ones ripping off Josephine Punter? Mev Dinc programmed the Spectrum version of *Last Ninja II* and has recently been working on a game called *Hammerfist* for the Amiga, Konix and ST. He told CU: "we formed the society to protect programmers from being exploited by unscrupulous publishers. In most cases the programmer gets a smaller cut than anyone. A top notch game can take up to a year to programme. It can involve several programmers working on various aspects of the game and on different versions. It is our view that the money a programmer earns for his game is well deserved — and hard earned in most cases".

The programmers of *Page Seven Fellas Strip Poker Extravaganza* will be lucky to receive more than £1.20 per copy sold. A top selling game that converts across a variety of systems and becomes a classic — ie a game that you will feel compelled to have when you get a new computer — an *Elite* say, or a *Falcon* — can net a programmer vast amounts of money as he will still be receiving royalties long after he has completed work on it. But once again this is the exception, rather than the rule, and few programmers are in the expensive foreign sports car club with the owners of the software houses. The hassle factor for programmers is also enormous. Disputes between programmers and publishers over royalties are common place. The programmer may also have to kiss goodbye to a large chunk of his earnings to his agent. Computer games are no different to the record or book publishing business in that there is always a Mr 10% (Or 15% even) to be cut in for negotiating on his behalf.

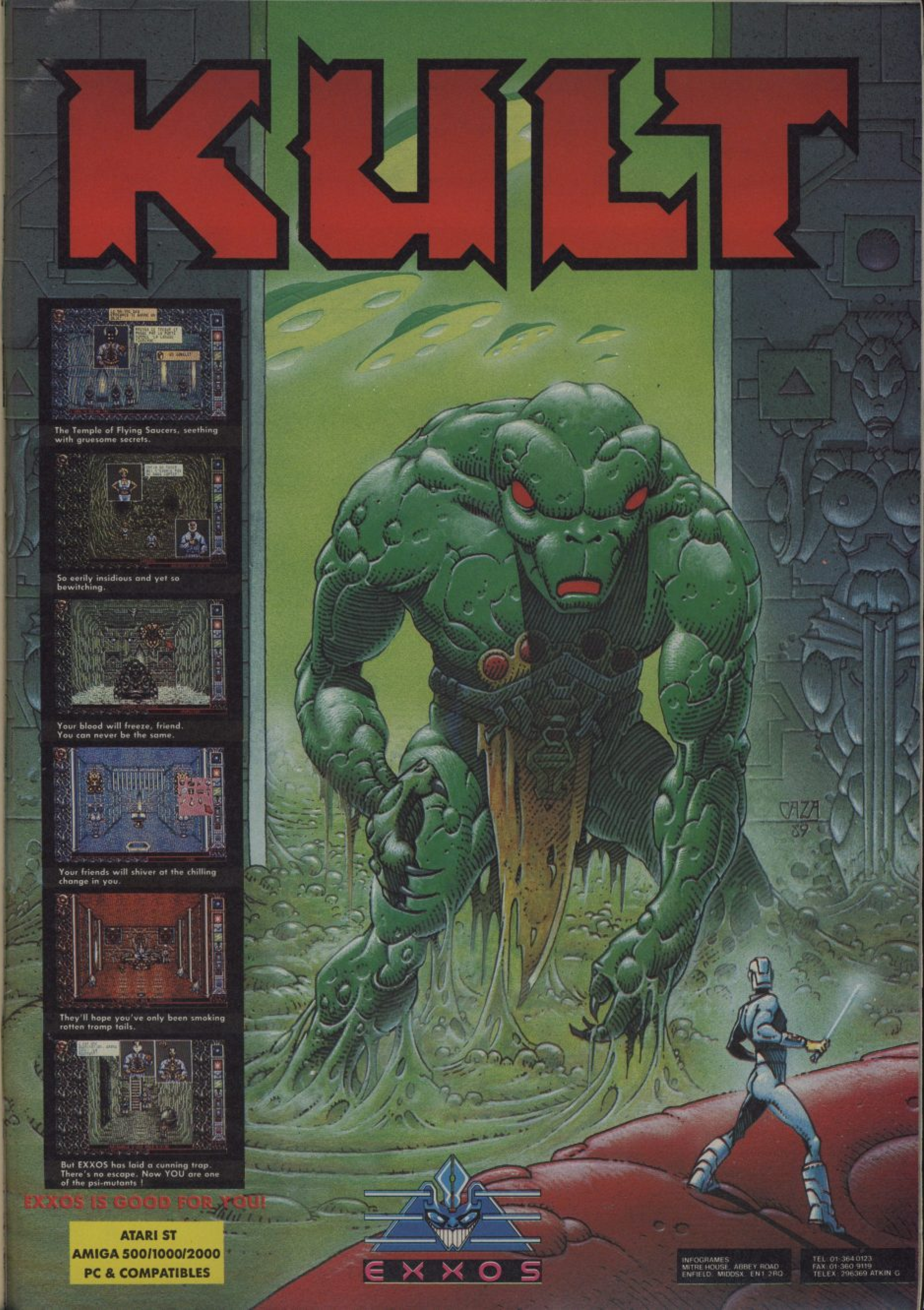
So is £24.95 too much for a game? The answer in most cases has to be yes. When you look at the business it is difficult to see any one area making disproportionately large amounts out of the game. They are all putting something into the business and contributing to the availability of a range of games for Josephine Punter to choose from. The trouble is many of those games are rubbish. Not only are they not worth £24.95 they are probably not even worth less than half of this. Twenty five pounds is far too much for a piece of simple arcade entertainment which will at best provide the player with a few hours enjoyment. Games that do justify their price tag — *Populous, Carrier Command, Falcon* or *Gunship*, sadly, do not make up the bulk of the games on the shelf. These good games are dragged down by too many games which keep the general standard low. But there is only one person to blame for this — you. If you go on buying rubbish, don't complain when you discover that a twenty five pound game is obsolete after a few hours, or is full of bugs, or has a nonsensical manual then it is going to keep on happening. Yes £24.95 is too much for a pile of crap. Any amount of money is too much for any pile of crap.

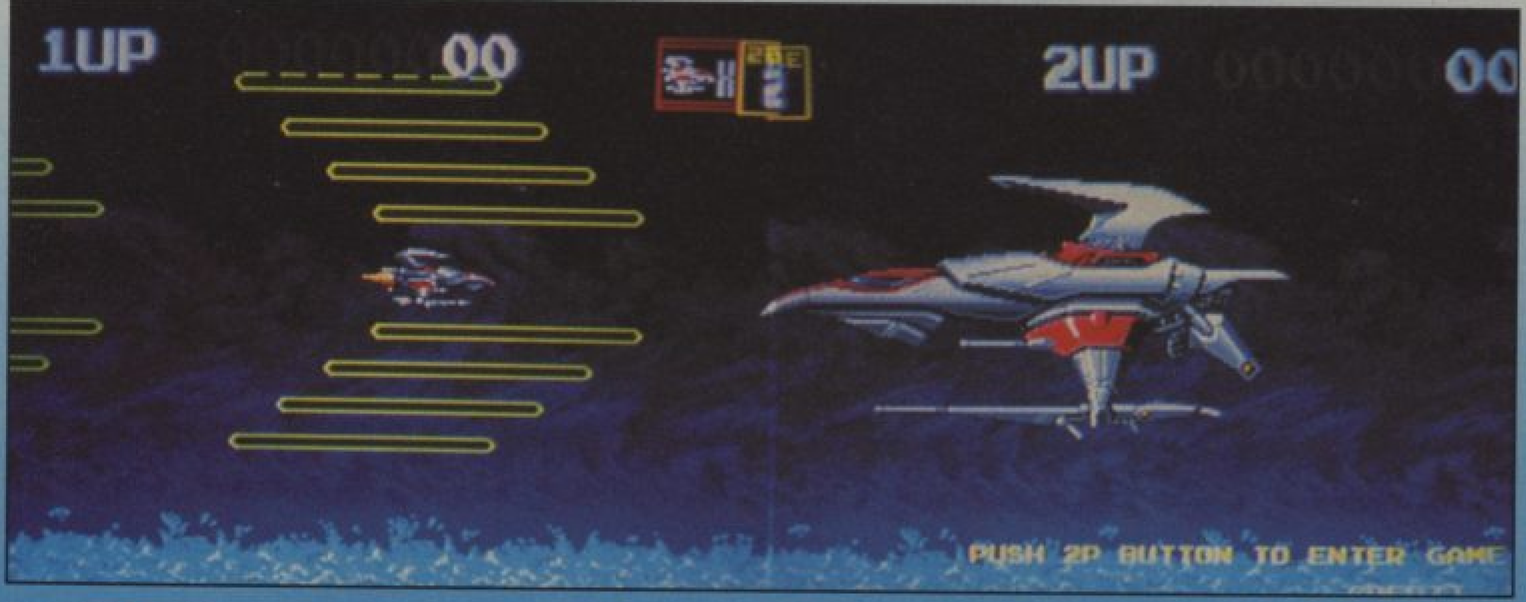
A necessary expense in any business.



Two footballs, two Hallowe'en masks — hey presto! Keep your PR costs down, one* Madballs *pic!




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The Temple of Flying Saucers, seething with gruesome secrets.
So eerily insidious and yet so bewitching.
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Sharp, neat graphics.

SAGAIL

TAITO

This isn't the first attempt Taito have made to marry the blasting thrills and brilliant graphics of *R-Type* with a double-screen monitor — their first try, *Darius*, briefly hit the arcades about two years ago. But *Sagail* is a far more serious coin-op proposition than its rather tame predecessor.

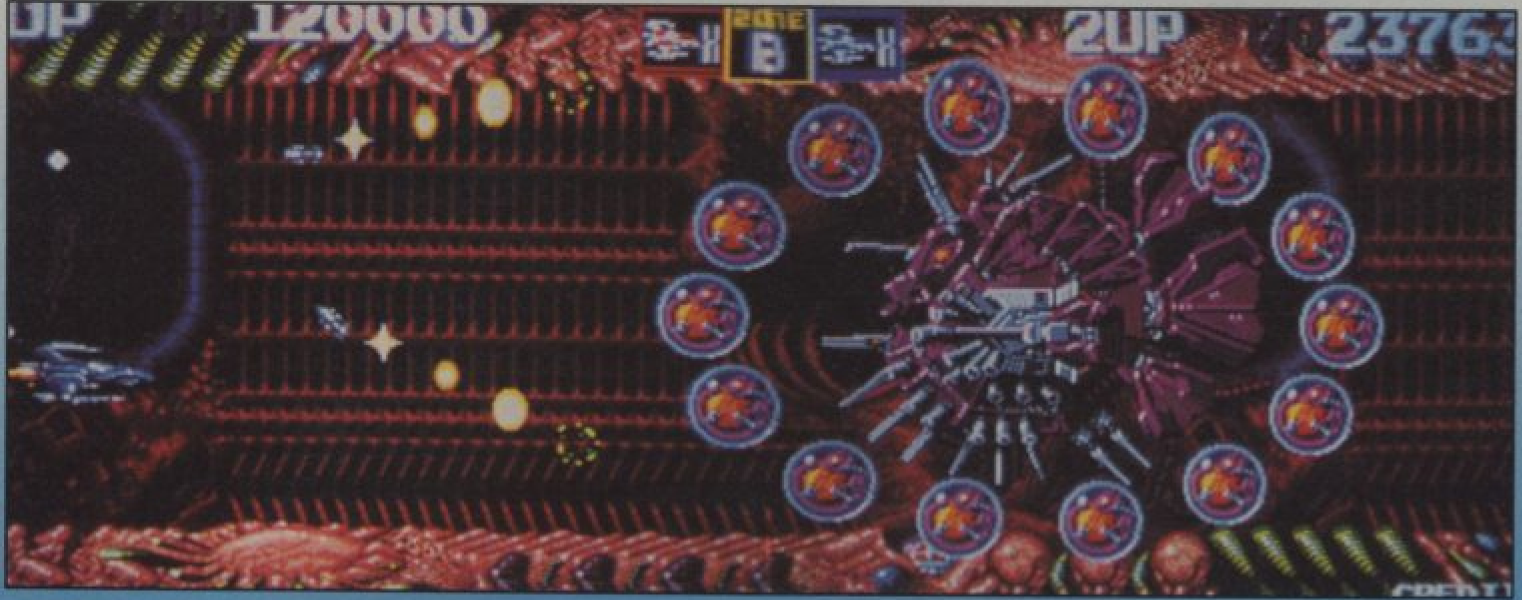
For one or two players, *Sagail* challenges you to blast and bomb your way through seven levels of interplanetry nasties. Each level represents one of the better known celestial bodies, radiating out from the sun. Thus you start out at the sun and have to work your way through Mercury, Venus and the Moon before you get to see what the Earth level looks like. This is rather fiendishly clever of the manufacturers because all the early levels are very pretty indeed, and you're apt to spend quids and quids trying to get a glimpse of our home planet. To add to the one-more-go appeal, as the planets radiate outwards you get to choose between more than one scenario on each level. Thus you get to pick from two different Mercury levels, three different Venus levels and so on. So naturally you'll probably be tempted to check out the scenarios you passed by the first time round on subsequent plays.

Unlike *Darius, Sagail* has not



Fishy business.

ADES



Blast your way through the protective spheres.

become so blinded with its own cleverness that it neglects the one element that made *R-Type* really indispensible: thrills.

Although you may be attracted by its novelty, chances are you'll stick around for its action, because *Sagaii* manages to cram an inordinate amount of varied alien-blasting into its seven beautifully drawn levels. Metallic spacecraft, fiery flying fish, enormous intergalactic sea horses, huge segmented starsnakes and a myriad of other weird and deadly creatures abound in our not-quite-as-friendly-as-we-all-thought solar system, and they're all out to get you.

In keeping with tradition, wiping out certain waves of alien drones allows you to power-up your rather fragile little craft. Four different icons represent increased canon, lazer, bomb and shield capabilities, and you certainly will need all the help you can get to complete each level. One nice little trick is to destroy a ground or air based nuclear "tochka", which has the effect of smarting all the nasty space trash in your immediate vicinity while leaving you miraculously unscathed. You generally have to diss at least two fairly formidable boss baddies to complete each level, as well as their hordes of space-lackies. Believe me, holding onto those precious power-ups for even one level is well-nigh impossible.

The double-screen effect? Well, I suppose the best compliment you can pay it is to say that you soon forget all about it, so preoccupied are you with the hordes of aliens invading your twice-as-large-as-normal playing area. And it does allow the aliens to attack you in much larger formations, and with many more ships simultaneously. Technically, the joins are just about visible, but they don't have any adverse effect on gameplay.

And, although it's usually taken for granted, it's worth making a special mention of *Sagaii*'s excellent soundtrack, a continually varying combination of Brian Eno, Ennio Morricome and deep house. It's totally brilliant, and to add to your appreciation potential, there's actually a headphone port with an adjustable volume control.

So, although I freely admit I came to *Sagaii* expecting the worst, in the end I spent almost all the Ed's holiday money trying to blast my way to earth, which is a pretty good sign. And if you're interested, no, I didn't actually ever arrive . . .

SOUND	91%
GRAPHICS	86%
PLAYABILITY	83%
CONVERTABILITY	41%
OVERALL	84%



Shoot the coelacanth.

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Commodore Disk User

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ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

ATARI

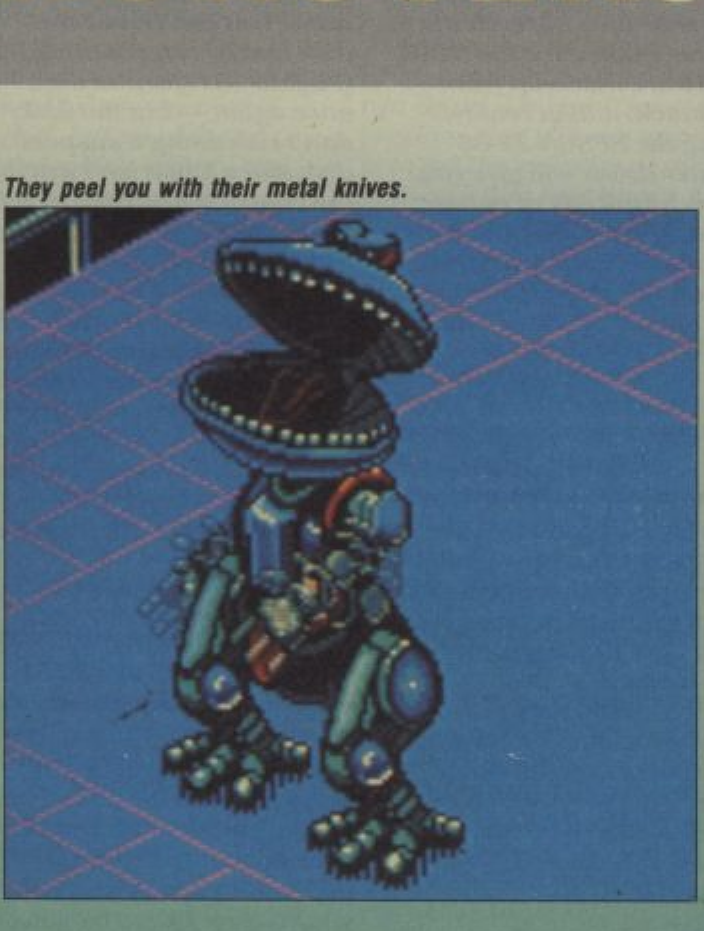
It's rather refreshing, after plodding through ten trillion coin-ops with obscurist sci-fi nonsense names like *Actfancer* and *Sagall*, to come upon one which prefers a style and title more befitting a 1950's B-movie. It shows a certain self-deprecating sense of humour, a trait sadly lacking in most arcade games. Alas, I fear that a groovey name is not quite enough to save *Escape From . . .* from dullness.

It starts promisingly enough. After all the usual guff about the world being taken over, aliens creating robot warriors to enslave the human race and your being the said race's only hope, you're beamed into a rather nice-looking 3-D style factory-scape, complete with moving staircases, filing cabinets, load-sacomputer human slaves and killer robot guards. You are a small, weedy-looking bloke. In fact, the whole thing has a distinct taste of that arcade-cum-strategy home computer smash, *Impossible Mission*.

Your task, should you choose to accept it, is to destroy every robot, and to free every human slave and hostage you find. You've got to be careful though not to diss any humans — two hits and they're history.

You've got the occasional more efficient weapon left around by careless robot guards, food cupboards to be raided in order to keep up your strength and the odd speed-up icon which allows you to whizz about the playing area for a limited time, dissing and freeing in triple-quick time. There are also moving staircases which bring you up onto new levels, but which have to be activated by you first. There are various different classes of robot, including ones which float and ones which tend to congregate around you if you've been on one level for too long. Your character can jump and crouch in order to avoid deadly roborays.

They peel you with their metal knives.



All of which would seem, I realise, to suggest that the game was choc-a-block with action, and a worthy candidate for 30p of anybody's hard-earned. Well, it *is* choc-a-block with action all right — it's just that the action never really varies. Sure, you get a couple of extra robot guards on each new level, but the essential appeal — or lack of it — of *Escape From . . .* can be found within seconds of pumping in your coinage.

Perhaps if the game had followed its silver screen precedents and managed to be really awful, but camp, it would have been a bit more appealing. As it is it's worthy, well enough put together, but ultimately dull. It just has a brilliant name.

SOUND	59%
GRAPHICS	72%
PLAYABILITY	53%
CONVERTABILITY	60%
OVERALL	51%

tommy's TIPS

Pure magnetism

● In the immortal words of the Beatles, HELP! (please). Not long ago, by accident, I somehow managed to corrupt all of my disks with a rather large magnet. As you can imagine, I was a touch miffed. But imagine my surprise when my computer manages to churn up my original Workbench disk. But, straight to the point, do you think that excess magnetism could have somehow damaged my drive? If so, how much do you think it would cost to repair? (my computer is out of warranty). Also, will the corrupted disks every be useful again?

Next problem. The Star LC10 colour printer, is advertised as having colours. Does this mean that only 8 colours of the 4096 will be able to be printed. Please answer quickly because I haven't smashed up a computer in ages.
Anon.

The simple answer is YES, EXCESS MAGNETISM WILL SERIOUSLY DAMAGE THE HEALTH OF YOUR DISKS! Secondly, what are you doing using the original of your Workbench disk? Always use a working copy of Workbench so that you don't suffer such disasters.

As for whether the magnet has damaged your disk drive, that rather depends on what you did with the magnet!! The read/write head is a fairly delicate magnetic coil, but is fairly well hidden inside the machine. However, given a strong enough magnetic field it is conceivable that some residual magnetism has ben induced into the read/write head and this would indeed cause some problems, but the possibility is extremely remote.

If you can format a disk and write to it, then recover the data again, then there is unlikely to be any problem with your drive. However, if you can not do that then I suggest you contact your local dealer who should be able to arrange for an engineer to check and repair the drives as necesssary. As for the disks, like most corrupt media, reformatting them should restore them back to useful life, although I state that if a disk won't format, throw it away! With any colour printer, be it a dot-matrix like the LC-10 or an ink-jet like the Xerox 4020, it uses only black plus 3 other main colours; yellow, blue/cyan, red/magenta. From these, many other colours can be made by varying the density of dots of each colour that make up a shape or line. So, even the 8 colour quoted for the STAR LC-10 are made up from 3(+black) and in reality, using the EPSON JX-80 printer driver will give you many hundreds of colour shades. They will obviously not match exactly what you see on the screen, but you'll still get the overall effect.

Corruption

● I have a problem with my Amiga 500. It seems I must have erased the information from my disks because every time I put that certain disk this message appears:

"Error validating disk"

"key 880 checksome error". Then when you hit cancel it says:

"Disk structure corrupt",

"use DISKDOCTOR to correct it".

Then it says:

"Not a dos disk in unit 0".

Please could you assist me and how can I fix the disk?
T. Mifsud,
Toomuc Valley,
Australia.

It is possible that the disk has become corrupted, or the formatting did not work correctly, or the disk has been placed in a magnetic field. If it only happens with one particular disk then it is unlikely to be dirty disk heads, but if it starts to happen on a number of disks then use a head cleaner before you ruin any more disks.

If the disk is so badly corrupted that it doesn't even look like a DOS disk then there is little hope of recovering anything that might be on there (not strictly true, but I suspect you don't have the necessary utilities to even begin the task). You can re-use the disk just by reformatting it. If it fails to reformat then — once again — bin the disk; don't risk using a suspect disk since it just isn't worth the cost of a new disk to risk the data you put on it. Since the Amiga drive is a double sided unit there are two disk heads; the drive reads both sides of the disk at the same time and just looks to see which track (and therefore which side) the data is stored on. That is why when you do a copy you will see it saying HEAD 0, TRACK 1, then HEAD 1, TRACK 1 etc.

Language student

● I have an Amiga and besides games I enjoy programming. I believe I have fully explored basic and I've decided to learn another programming language. Can you suggest a good language which also gives access to the Amigas capabilities (scrolling, sprites, sound etc). Assembly seems to be the answer to me, so:

1. Which books do I need? (Rom kernel manual, MC68000 users manual, other tutorials).
2. Which programs? (Assemblers, disassem., monitor, linkers, libraries).

Because I live in Cyprus, it is difficult for me to find the books and programs unless you also note the publisher of each book and the addresses of the software companies.
Larnaca,
Cyprus.

While learning assembler may be fine for computers such as the C64 etc, things are a lot more complicated on the Amiga, due to the multi-programming natue of the Operating System (AmigaDOS). True, for real speed you may need to use some 68000 m/code routines, but for any decent sized program you should really be thinking in terms of a higher level language. Since the Amiga's Operating System was written using the 'C' lauguage, all of the routines are callable from that language and represent probably the most efficient way of extending your exploration of the Amiga's capabilities.

There are several 'C' compilers on the market, and it is really a case of what you can afford. The main ones are: Lattice 'C' v5.0 (@ £190) or Aztec 'C' (Developer @ £130, Professional @ £96). All of these are available from Megaland, 42-44 Millbrook Road East, Southampton (but contact them for the latest ex-VAT prices first as they may have changed by the time this is published).

There are two books I would recommend for learning 'C'. the first is 'From BASIC to C' by Harley-Templeton (£15.25), also available from Megaland. The second book is a very large 'C' manual called 'C Primer Plus' by Waite Prata Martin (£21.50), which covers the 'C' langauge in detail, while to relate the use of 'C' to the Amiga specifically there is a book called 'Inside the Amiga' with 'C' by Berry (£19-95) which covers a lot of the calls to existing routines. Both of these books can be obtained from Computer Manual Ltd, 30 Lincoln Road, Olton,



It's quite OK for gangster's molls to kiss Tommy. He uses lovely, minty toothpaste.

Birmingham, B27 6PA.
Finally, a book which really goes into several aspects of programming the Amiga, including the use of 'C' to call routines, is 'The Kickstart Guide to the AMIGA' by Ariadne Software Ltd, 273 Kensal Road, London, W10 5DB (£14.95), a very useful book indeed for anyone thinking of writing software on the Amiga in anything other that BASIC. Don't forget that you will have to add substantial postage costs to the above prices if ordering direct from overseas and that there is no VAT to be deducted from books.

Version update

● Could you please tell me what the difference is between an Amiga 500 v1.2 and the v1.3. It seems the v1.3 doesn't accept all software loaded into it.

My Amiga is now nearly two years old, so it's the v1.2 version. After showing my friends what an Amiga can do, many of them went out and bought one.

Unfortunately for them they have bought the v1.3. eg my copy of *Heroes of the Lance* does not want to load on any v1.3. Could you enlighten me on this problem?
D. Sinclair,
Germany.

This is typical of many letters which highlight one of the difficulties that occurs when manufacturers update their operating systems. There are several programs on the market, not all of them games, which will not run under Kickstart 1.3.

You should be careful about exactly what you mean though when talking about different versions, because Workbench is also on version 1.3 and this can cause some confusion. On the Amiga A500, Kickstart is a ROM, whereas on the older A1000 the Kickstart is loaded from disk. So, it is possible to run Workbench 1.3 on an A500 that is using Kickstart 1.2. However, as you say, the latest A500 are being delivered with the Kickstart 1.3 ROM and it is these that are causing most of the problems. The answer from Commodore is that if the program writers had stuck to the approved conventions and vector tables then there should be no problem. Unfortunately, this is not always as easy as it sounds, particularly on a machine as complex as the Amiga, and the result is that all the 'naughty' programs are now being found out.

I am afraid that there is no easy solution, since you can't just swop the ROM for the 1.2 version each time you want to run a particular program. All your friends can do, at least until new versions that will run appear, is to tell the supplier of the software that they have a 1.3 ROM and that the software is purchased on the understanding that it will run on that machine. It is then the responsibility of the supplier to ensure that the software does work. Small comfort, but hopefully newer programs will not suffer from this problem as they can be tested on 1.3 before release.

Power crazy

● I purchased a disk drive switch and joystick/mouse switcher from Trilogic, after testing them I found both to be faulty so I returned them.

Trilogic sent them back to me with a letter saying I should operate them with the Amiga power down. I would be grateful if you could explain what this means.
Q. Mishir,
Hyde,
Cheshire.

It sounds as though you are trying to alter the switches after you have switched the Amiga on. When Trilogic say operate them with the power down they mean when the Amiga is switched off. The reason is that the Amiga checks its peripheral devices when it powers up and thereafter assumes that what was there at the start is still there. If you change any switch settings after switching on then the devices will not work, since either the Amiga won't recognise them or it will think that they are still there and try to access them, but won't be able to. It is always safer to alter such switches while the power is off to avoid damage to the devices, but if you do alter the switches with the power on then you must immediately do a warm start to re-boot the computer (hold down the CTRL key and both Amiga 'A' keys either side of the space bar). This will cause the computer to re-check the connected devices.

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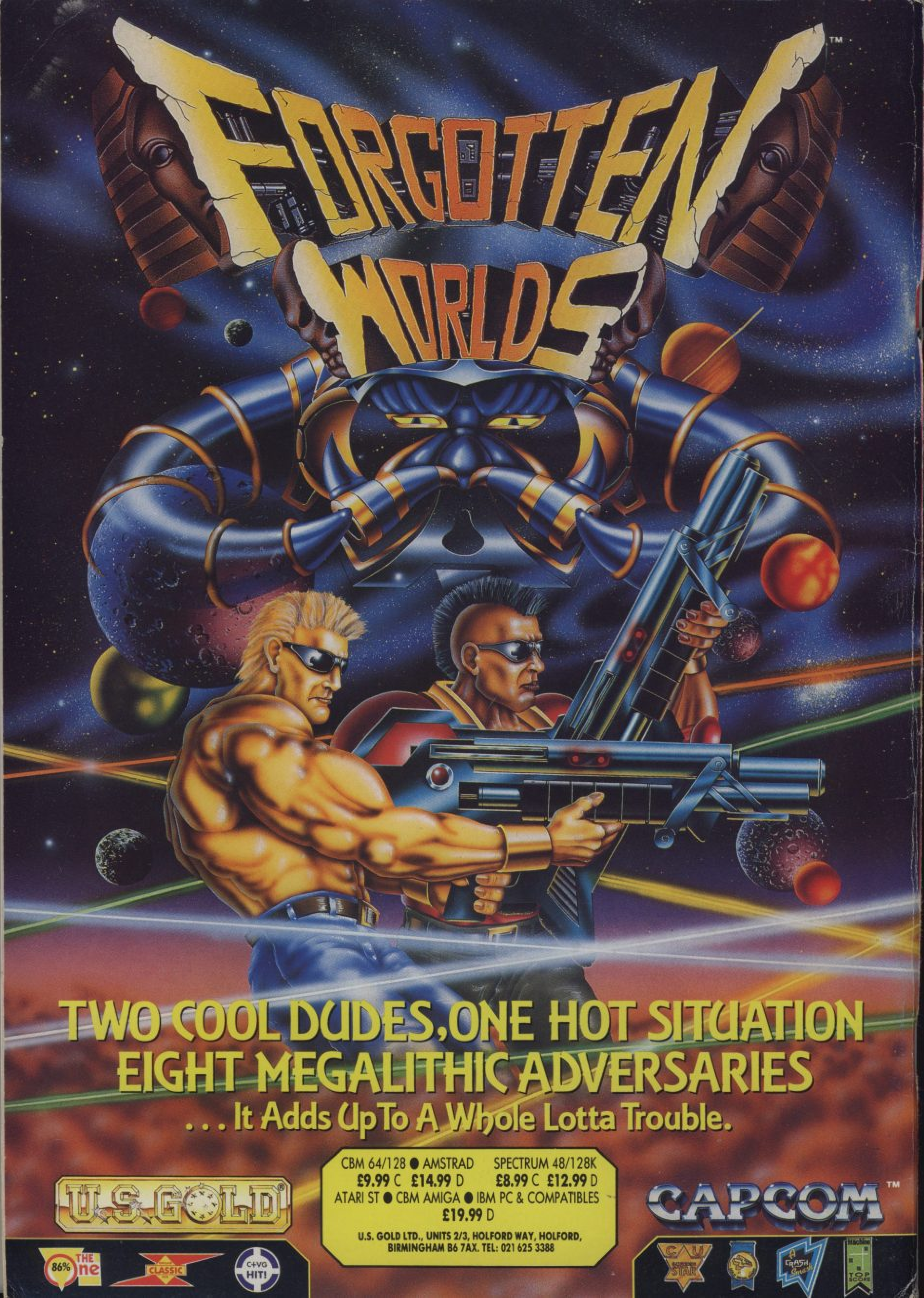
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